Qi Han Tan

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EDUCATION

Bachelor of Science   Jul 2023 - Present
The University of Melbourne
- Major in Computing and Software Systems
- Key Modules: Software Modelling and Design, Object Oriented Software Development, Algorithms and Data Structures

Cambridge GCE Advanced Level Programme   Jul 2021 - Nov 2022
Sunway College
- Subjects : Mathematics (A*), Further Mathematics (A), Chemistry (A), Physics (A)

TECHNICAL SKILLS

- Programming Languages: JavaScript | React | HTML & CSS | C | C# | GDScript | Java | Python | SQL
- Tools & Tech: Git | Godot | Unity | Figma | Confluence | Jira
- Languages: English (native), Malay (native), Mandarin (native), Japanese (intermediate), Cantonese (elementary)

RELEVANT PROJECT WORK

Front-End Developer   Aug 2025 - Present
Unimelb Game Makers Club, Melbourne, VIC
- Developed a React-based portfolio website to showcase the club's Production Division games, improving visibility and engagement for student-built projects
- Built reusable components and responsive layouts using React, JSX, and CSS, ensuring seamless browsing across mobile and desktop
- Collaborated closely with designers to translate creative concepts and gameplay features into polished web content

Full-Stack Developer   Aug 2025 - Nov 2025
TERRAIN, Melbourne, VIC
- Maintained and revamped the organisation's main website, resolving UI/UX issues and implementing client-requested features to improve usability and visual consistency
- Enhanced performance and reliability of the company's Shopify-based online store
- Deployed production website on Firebase, ensuring stable rollout and seamless hosting configuration
- Collaborated within Agile team using Confluence and Jira, achieving continuous delivery workflows

UMGMC Mid Semester Jam S1 2025   Apr 2025 - Apr 2025
Ranked #8 Overall, Melbourne, VIC
- Developed a 2D rogue-like in Godot (GDScript), incorporating a dynamic slot-based spell sequencing system
- Implemented a time-based difficulty scaling algorithm, boosting gameplay engagement
- Achieved #5 Gameplay and #6 Polish rankings, reflecting strong mechanic design and solid player experience

EXTRA CURRICULAR ACTIVITY

Leadership & Initiatives
- Led team in prototyping a Physics-Based Ragdoll Movement System and Procedural Animation to simulate exaggerated, dynamic battles, enhancing overall team skills in game development
- Cooperated with peers with Git and version control troubleshooting during collaborative coding phases

EXPERIENCE

Warehouse Assistant   Nov 2024 - Feb 2025
DD Live Community, Selangor, Malaysia
- Managed packaging of orders, prioritising accuracy and meeting deadlines, contributing to a 98% order accuracy rate
- Coordinated inventory management, assisting in organisation and restocking of products, and ensuring all products were up-to-date based on sales trends