

Qi Han Tan

+601111198286 | +61452039127 | tan.qihan1@gmail.com | <https://qihan-03.github.io/>

EDUCATION

Bachelor of Science

The University of Melbourne

Jul 2023 - Present

- 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

Sunway College

Jul 2021 - Nov 2022

- 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

Unimelb Game Makers Club, Melbourne, VIC

Aug 2025 - Present

- 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

TERRAIN, Melbourne, VIC

Aug 2025 - Nov 2025

- 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

Ranked #8 Overall, Melbourne, VIC

Apr 2025 - Apr 2025

- 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
- Coordinated with peers using Git and version control troubleshooting during collaborative coding phases

EXPERIENCE

Warehouse Assistant

DD Live Community, Selangor, Malaysia

Nov 2024 - Feb 2025

- 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