

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: 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 and game developers to translate creative concepts and gameplay features into polished web content

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

CISSA x UMGMC Game Jam

Mar 2025 - Mar 2025

Ranked #11 Overall, Melbourne, VIC

- Designed and Implemented core game mechanics (movements, AI pathfinding, collision handling)
- Collaborated with artists and designers to optimize user interface and visual appeal, leading to #8 rank in Aesthetics
- Integrated onboarding and tutorial elements, improving early-stage player retention

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