

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: Object Oriented Software Development, Algorithms and Data Structures, Software Modelling and Design, Linear Algebra

Cambridge GCE Advanced Level Programme

Jul, 2021 - Nov, 2022

Sunway College

- Subjects : Mathematics (A*), Further Mathematics (A), Chemistry (A), Physics (A)

EXPERIENCE

Warehouse Assistant

Nov, 2024 - Feb, 2025

DD Live Community, Selangor, Malaysia

- Managed packaging of orders, prioritizing accuracy and meeting deadlines, contributing to a 98% order accuracy rate
- Coordinated inventory management, assisting in organization and restocking of products, and ensuring all products were up-to-date based on sales trends

RELEVANT PROJECT WORK

UMGMC Mid Semester Jam S1 2025

Apr, 2025 - Apr, 2025

Ranked #8 Overall, Melbourne, VIC

- Developed a 2D rogue-like game using GDScript (Godot), incorporating a dynamic slot-based spell sequencing system, inspired by Noita, allowing players to craft spells through a drag-and-drop inventory system
- Initiated and implemented a custom enemy spawning algorithm, inspired by Vampire Survivors, to scale difficulty over time, increasing player engagement and playtime
- Collaborated with a team to design and implement core gameplay mechanics, contributing to #5 ranking in Gameplay and #6 ranking in Polish

CISSA x UMGMC Game Jam

Mar, 2025 - Mar, 2025

Ranked #11 Overall, Melbourne, VIC

- Accompanied in rapid prototyping, delivering a polished final product within 4-days timeframe using Godot
- Collaborated with a team of artists and designers to optimize user interface and visual appeal, leading to a #8 rank in Aesthetics
- Designed and Implemented core game mechanics such as player movements, enemy pathfinding, and collision detection, resulting in smooth gameplay and higher player retention
- Integrated animations, character controls, and a tutorial stage, enhancing user experience and reducing player confusion

TECHNICAL SKILLS

- Programming Languages: C#, GDScript, C, Java, Python, SQL
- Skills: Godot, Unity, Git, Aseprite
- Languages: English (native), Malay (native), Mandarin (native), Japanese (intermediate), Cantonese (elementary)

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