



# WONG QING WEI

A self-driven and independent individual who is passionate about programming, designing, and 3D modeling.  
Looking for a career opportunity to learn more, maximize my potential, and create video games that are fun and engaging to play!

## Contact



### E-Mail

qingwei.wong5@gmail.com



### LinkedIn

www.linkedin.com/in/qingwei85



### Website

https://qnweii.github.io/WongQingWei-Portfolio/

## Technical Skills

### PROGRAMMING

- HTML
- CSS
- JavaScript
- C#

### UI/UX DESIGN

- Figma
- Illustrator
- Photoshop
- Adobe XD

### 3D MODELING

- Maya
- Substance 3D Painter
- Zbrush

### OTHERS

- Unity
- After Effects
- Jira
- Meta Spark Studio

## Soft Skills

- Accountability
- Critical Thinking
- Leadership
- Communication
- Detail-Oriented
- Resilient

## Language

- |          |                               |
|----------|-------------------------------|
| English  | Full professional proficiency |
| Mandarin | Native proficiency            |

## Education

- 2021 - 2024  
**Ngee Ann Polytechnic** | Diploma In Immersive Media

## Work Experience

- 2023 - 2024  
**Ubisoft Singapore**  
**UI Technical Artist Intern** | 'Skull & Bones' Production

## Achievements

- |      |   |
|------|---|
| 2023 | <b>Excellence Award Winner</b><br><b>Rookie Awards 2023</b>   Game Development Category   |
| 2022 | <b>1st Place</b> in an Augmented Reality (AR) Contest<br><b>"Memory Flavors: Local Food Encounters of Singapore"</b><br>with a team of 3, in collaboration with The Doodle People |

## Certifications

- 2023 - 2026  
**Certified Associate Game Developer** | Unity
- 2022 - 2023  
**Director's List** | Diploma in Immersive Media
- 2022 - 2023  
**Most Outstanding Performance**  
**(Top in Cohort)** | Diploma in Immersive Media
- 2020  
**Edusave Award For Achievement, Good Leadership And Service (EAGLES)**
- 2019  
**Edusave Character Award (ECHA)**