WONG QING WEI

Self-motivated and hardworking individual who is passionate about programming and designing.
Looking for career opportunities to learn more and maximize my potential!

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

Soft Skills

Accountability	Critical Thinking
Detail-Oriented	Communication

Language

English	**Full professional proficiency**
Mandarin	**Native proficiency**

Education

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

- **2024 – 2028**
  Nanyang Technological University | Bachelor's in Computer Science

Work Experience

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

Achievements

2023
Excellence Award Winner
Rookie Awards 2023 | Game Development Category

2022
1st Place in an Augmented Reality (AR) Contest
"Memory Flavors: Local Food Encounters of Singapore"
with a team of 3, in collaboration with The Doodle People

Certifications

- **2023 – 2026**
  Certified Associate Game Developer | Unity

- **2024**
  DigiPen Silver Medal & Prize [Silver Medallist]
  | Diploma in Immersive Media

- **2024**
  Diploma with Merit
  | Diploma in Immersive Media

- **2022 – 2023**
  Director's List & Most Outstanding Performance Prize
  | Diploma in Immersive Media