



WONG QING WEI

A self-driven and independent individual who is passionate about programming and designing.
Looking for a career opportunity 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#

3D MODELING

- Maya
- Substance 3D Painter
- Zbrush

UI/UX DESIGN

- Figma
- Illustrator
- Photoshop
- Adobe XD

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 | **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