



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 | UI/UX DESIGN |
| <ul style="list-style-type: none">● HTML● CSS● JavaScript● C# | <ul style="list-style-type: none">● Figma● Illustrator● Photoshop● Adobe XD |
| 3D MODELING | OTHERS |
| <ul style="list-style-type: none">● Maya● Substance 3D Painter● Zbrush | <ul style="list-style-type: none">● Unity● After Effects● Jira● Meta Spark Studio |

Soft Skills

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| <ul style="list-style-type: none">● Accountability● Leadership● Detail-Oriented | <ul style="list-style-type: none">● Critical Thinking● Communication● Resilient |
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Language

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| 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

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| 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