



# 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

- React
- C#
- Python
- JS - *familiar*
- C/C++ - *familiar*
- Java - *familiar*

### OTHERS

- Unity
- Jira

### UI/UX DESIGN

- Figma
- Illustrator
- Photoshop
- Adobe XD

### 3D MODELING

- Maya
- Substance 3D Painter
- Zbrush

## Soft Skills

Accountability  
Detail-Oriented

Critical Thinking  
Communication

## Language

English  
Mandarin

Full professional proficiency  
Native proficiency

## Education

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