



TANG WEN JING

Junior Frontend Developer

Motivated Frontend Developer with a passion for crafting intuitive, engaging, and user-centric web experiences. Proficient in modern web technologies, with a strong eye for design, usability, and seamless user flow. Quick learner who thrives on analyzing and refining skills to build high-quality, performant, and accessible applications.

SKILLS

Frontend

HTML5 CSS3 JavaScript TypeScript

React Bootstrap TailwindCSS

Game Development

Unity C# C++

Other Skill

Premier Pro After Effect Illustrator Figma

EDUCATION

Sigma School (Bootcamp)

Full-stack Developer
August 2024 ~ On going

UOWMKDU Glenmarie

Bachelor of Game Development
(Honour) . CGPA 3.59
January 2021 ~ December 2023

UOWMKDU Glenmarie

Foundation Studies Art and Tech
January 2020 ~ December 2020

CONTACT

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WORK EXPERIENCE

Junior UI/UX Designer

Freelance (August 2024 ~ Present)

- Assisted in designing intuitive user interfaces and improving user experience for website.
- Supported senior designers in crafting UI elements and layouts for digital platforms.

Junior Game Programmer

GIGA CREATIVE STUDIO (December 2023 ~ May 2024)

WEBGL (Unity)

- Created a simple animation card system, integrating API data for project compatibility.
- Modified 3rd-Party Plugin to ensure seamless integration with the project.

MULTIPLAYER FPS (UE5)

- Implemented UMG UI for in-game functionality.
- Assisted in network debugging for gameplay system.
- Refactored animation blueprints to enable diverse weapon animations.

Intern Game Programmer

GIGA CREATIVE STUDIO (September 2023 ~ November 2023)

MULTIPLAYER FPS (UE5)

- Support in debug network-side relation with game UI
- Handling refactor, resolve, and integrate function for UMG UI to ensure the reusability