TANG WEN JING

Fresh Frontend/Game Programmer

Fresh and motivated Frontend developer passionate about crafting intuitive and engaging user experiences. Strong foundation in modern web technologies, with a keen eye for design and user flow. Always eager to learn, analyze, and refine skills to build high-quality, user-focused applications.

SKILLS

Frontend

`HTML5` `CSS3` `JavaScript` `TypeScript`

`React` `Bootstrap` `TailwindCSS`

Game Development

`Unity` `C#` `C++`

Other Skill

`Premier Pro` `After Effect` `Illustrator`

EDUCATION

Sigma School (Bootcamp)

Full-stack Developer
August 2024 ~ On going

UOWMKDU Glenmarie

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

UOWMKDU Glenmarie

Foundation Studies Art and Tech
January 2020 ~ December 2020

CONTACT

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WORK EXPERIENCE

Junior Game Programmer

GIGA CREATIVE STUDIO (December 2023 ~ May 2024)

UNDISCLOSED 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

UNDISCLOSED 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)

UNDISCLOSED 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