Elton Teo Zhe Wei

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Versatile software developer with a strong focus on frontend development, experienced with modern frameworks such as Next.js and React. Familiar with backend development concepts and a strong foundation in cross-platform mobile development. Passionate game programmer proficient in C/C++, with experience in Unity, Unreal Engine, and building custom game engines. Quick to adapt, self-motivated, and effective in both independent and team-based projects.

Skills

Programming Languages
C/C++, Python, C#, JavaScript

Tools and Libraries
React, Next.js, ReactNative, Unity, Unreal Engine, Godot

Soft Skills
Team-Player, Self-Driven Learner, Thrives in an AGILE environment, Excellent Communicator

Work Experience

uParcel Singapore

Full Stack Developer Intern   Sept 2024 – Apr 2025

- Front-End development of their new revamped website with the use of Next.js
- Implemented new features for their admin portal to aid in daily operations using Django framework and Python
- Prototyped and designed a new admin portal using Next.js, supporting scalable, user-focused enhancements to improve daily operations.
- Maintained and squash bugs in their current delivery web application

TinyMOS, Singapore

Technical Intern   Mar 2019 – Oct 2019

- Implemented features for their star-map application, Nano1Companion, using Xamarin C#
- Aided in the conversion of an open-source project, star-droid from Java to C# for integration into the camera's companion application
- Implemented the live feed and wireless control features for the camera's companion application
- Managed the assembly, QA, packing, and shipping of their product, the Nano1

Infinity Blockchain Labs, Ho Chi Minh City, Vietnam

Technical Intern   Sep 2018 – Feb 2019

- Maintained and added features for their crypto wallet application, Infinito Wallet using React Native
- Implemented the features and UI/UX design for a promotional page held on the application
- Squashed bugs in the application in regular sprints
- Designed and implemented new systems to improve unit testing capabilities

Projects

Exomata

Technical Lead   Sept 2022 – Mar 2023

A 2.5D Action Hack-n-Slash video game developed on a custom built 2D game engine using C++.

- Developed the Entity-Component-System (ECS) for the engine's backend architecture
- Developed the save and load features for the game engine using RapidJSON
- Worked alongside game designers to implement core game mechanics using a Finite State Machine Computation Model to script gameplay actions and Enemy AI
- Handled merge conflicts and managed Git repository

Disinheritance

Technical Lead   Sept 2023 – Apr 2024

A 3D stealth horror game developed on a custom built 3D game engine using C++

- Developed a Custom Scripting Language using .NET to allow game designers to work on the game using C#
- Developed custom functions that emulate key features of the Unity Game Engine for ease of use for gameplay designers
- Developed custom scripts for Hot Reloading of game engine when altering game level to reduce downtime when compiling for new features
- Handled merge conflicts and managed Git repository

Education

SIT-DigiPen Institute of Technology, Singapore

Bachelor (Hons) of Science in Interactive Media and Game Development   Sep 2021 – Present

- **Value Added Programme:** Maths Quest 2021, Physics Quest 2021
- **Relevant Modules:** High-Level Programming (C/C++), Software Engineering projects, Calculus, Analytic Geometry, AI for Games, Level Design, Mobile and Cloud Computing, System Design

Ngee Ann Polytechnic, Singapore

Diploma in Information Technology - Mobile Business Applications   Apr 2016 – Mar 2019

- **Award**: Student Excellence Award, 2019 - Full Colours Award (Fencing)
- **Award:** Edusave Good Progress Award 2019
- **Relevant Modules:** Object-Oriented Programming (Python, C#), User Experience, Web Development