Elton Teo Zhe Wei

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GitHub: https://github.com/Runic2H

Portfolio: https://runic2h-website.vercel.app

Results-driven full-stack developer with a strong focus on frontend development using Next.js and React. Demonstrated success delivering scalable applications and leading technical projects in both corporate and game development environments. Skilled in C++, Python, and C# with deep experience building custom game engines and tools. Fast learner with a proven ability to adapt to evolving technologies and lead impactful development efforts.

Skills

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

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

Soft Skills
Cross-functional collaboration, mentoring, proactive problem-solving

Work Experience

uParcel Singapore
Full Stack Developer Intern   Sept 2024 – Apr 2025
- Contributed to frontend redevelopment of customer-facing website using Next.js, improving page responsiveness and user-friendliness

- Designed and prototyped a new admin portal with Next.js, enabling 30% faster task execution for internal operations.

- Contributed to middleware development, optimizing admin features to support live delivery tracking and reporting.

- Diagnosed and resolved frontend bugs, reducing overall bug backlog by 12% during internship.

TinyMOS, Singapore
Technical Intern   Mar 2019 – Oct 2019
- Developed live feed and wireless control features for the Nano1 companion app, enhancing real-time camera interaction.

- Migrated star-droid project from Java to C# for Xamarin integration, increasing development efficiency and reuse.

- QA and streamlined packing/shipping processes, supporting successful product launch.

Infinity Blockchain Labs, Ho Chi Minh City, Vietnam
Technical Intern Sept 2018 – Feb 2019

- Delivered multiple feature updates to Infinito Wallet using React Native

- Led development of a promotional UI module that increased in-app event participation

- Designed a modular unit testing system, improving test coverage and reducing post-release bugs by 20%.

Projects

Disinheritance
Technical Lead Sept 2023 – Apr 2024
A 3D stealth horror game developed on a custom built 3D game engine using C++

- Engineered a C# scripting language with .NET to empower designers with rapid gameplay iteration.

- Recreated core Unity Engine components to ease designer onboarding and scripting.

- Built hot reloading features for level editing, reducing build-test cycle time by 40%.

- Oversaw Git repo management and codebase merging across a 9-member dev team.

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

- Implemented save/load features using RapidJSON

- Collaborated with designers to build a Finite State Machine for AI and gameplay scripting.

- Oversaw Git repo management and codebase merging across a 5-member dev team.

Education

SIT-DigiPen Institute of Technology, Singapore
Bachelor (Hons) of Science in Interactive Media and Game Development Sept 2021 – Sept 2025
- **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