

RESUME

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Career Objective:

Seeking an exciting and challenging position as a Software Developer in a company where my Programming skills and knowledge can be used to the fullest. I would like to employ my technical skills and excellent communication skills to participate in the development of the company.

Education

2022 - 2019 Nanyang Polytechnic

- Diploma in Game Development and Technology
- Excelled in game development techniques and programming coursework.
 - Optimize complex game models with the help of tools and techniques
 - Employ advanced AI in game programming
 - Integrate features that are essential for a game development framework.

2018 - 2015 Northbrooks Secondary School

- GCE 'O' Level

Skills Summary:

- **Programming :** Proficient in C++ , C# (Unity Engine)
- **Scripting :** Well versed in HTML , CSS , Javascript
- **Leadership :** Served as my school's Vice Chairperson of school's NPCC in 2017
- **Language :** Fluent in spoken and written English and Chinese

- **Administrative :** Planned and organised training plan for Co-Curricular Activity

Working Experience:

2021 June - 2021 August Final Year Project

Student - Unity Game Developer

- Coordinated with team members to meet the needs of a project.
- Generated/modified game scripts and storyboards.
- Tested games, identified and debugged problems and bugs, and recorded precisely where the problem was discovered.
- Solved complex technical problems that occurred within the game production.

2021 March - 2021 May iMMERSiVELY

Intern - Unity Software Developer

- Liaised with Product Managers to identify minimum viable product requirements and clearly defined feature sets into well-scoped user stories for individual team members.
- Worked alongside top developers to gain invaluable insights on how to build a scalable and high-performance AR/VR product.
- Helped with developing and testing of mobile games for bugs and operating speeds and documenting processes to increase efficiency.

2020 February Studio Project 4

Student - Unity Game Developer

- Conceptualized and coded a 3D game using Unity game engine
- Applied knowledge from
 - Physics
 - Advanced Games Development Techniques
 - Multiplayer Games Programming
 - Artificial Intelligence in Games
 - Mobile Game Programming
 - Interface Programming

2020 August Studio Project 3

Student – Game Developer

- Conceptualized and coded 3D FPS game
- Applied knowledge from
 - Principles Of Game Design
 - Games Development Techniques
 - Advanced Computer Graphics
 - Physics Programming

2019 Studio Project 1 & 2

Student – Game Developer

- Applied C++ and project management skills to conceptualize, design, code, present, and document a text-based and 3D game within a deadline.
- Fostered good work ethics with my groupmates
- Took initiative and independence in setting and delivering project scope, goals, and features
- Experienced working in a team

Awards:

Northbrooks Secondary School

- Edusave Award for Achievement, Good Leadership and Service (EAGLES) 2018
- Edusave Merit Bursary (EMB) 2018
- Speech & Prize Giving Day , CCA AWARD 2018
- National Youth Achievement Award 2018
- Edusave Merit Bursary (EMB) 2017