

Bryan Koh Yan Wei

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EMPLOYMENT

Ubisoft Singapore

August 2023 – Present

UI Gameplay Programmer Intern

- Collaborated with the UI/UX team's product managers, designers, programmers, and artists to ideate, develop, and implement new gameplay features for Skull & Bones.
- Maintained and iterated on existing gameplay features for improved user experience based on feedback.
- Worked with QA testers to identify, diagnose and resolve gameplay related bugs.
- Helped conduct and participate in code reviews to ensure code submitted to production is high quality.

DigiPen Institute of Technology Singapore

January 2022 - April 2023

Contract

- Teaching Assistant for Programming and Software Engineering classes.

PROJECTS

[Iconoclasm](#)

August 2022 – April 2023

Engine, Tools Programmer (Team of 10)

- Built engine systems and tools for a [custom game engine](#) to develop a 3D hack and slash action game.
- Helped define the engine asset pipeline. Implemented an asset packer that encodes assets into a custom format.
- Performed performance profiling to identify and resolve performance bottlenecks.

[Parcels](#)

March 2023 – April 2023

Engine, Graphics, Gameplay Programmer (Team of 8)

- Developed a 2D renderer using OpenGL for a [custom game engine](#) to create a 2D narrative game.
- Authored components within the engine which drives game object behavior.
- Scripted gameplay features related to UI such as menus and transitions as drafted by designers and artists.

EDUCATION

DigiPen Institute of Technology Singapore

September 2020 - Present

Bachelor of Science in Computer Science in Real-Time Interactive Simulation

- GPA: 4.26/5.0

Ngee Ann Polytechnic

April 2015 - April 2018

Diploma in Mechanical Engineering

- GPA: 3.00/4.0

SKILLS & INTERESTS

- **Skills:** Data Structures and Algorithms; Software Development; Game Development; Game Engine Development; Object Oriented Programming; Graphics Programming; Game Programming Patterns
- **Programming Languages:** C; C++; C#; Python; GLSL;
- **Frameworks and Tools:** OpenGL; Git; GitHub; Jira; Trello; Perforce;
- **Interests:** Video games; manga; anime; technology;