BRYAN KOH YAN WEI

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OBJECTIVE

Passionate software engineer with a background in developing desktop games. Looking for opportunities in software development.

EDUCATION

DigiPen Institute of Technology Singapore   Sep 2020 - Ongoing
Bachelor of Science in Computer Science in Real-Time Interactive Simulation
- GPA: 4.27 / 5.0
- Expected date of graduation: Apr 2024

Ngee Ann Polytechnic   Apr 2015 - Apr 2018
Diploma in Mechanical Engineering
- GPA: 3.00 / 4.0

PROJECTS

[Iconoclasm](#) [Group of 10, 3D Hack-and-slash single player game built in a [custom engine](#) using C++]
                                                                          Sep 2022 - Apr 2023
- Built the front and backend of the engine's inbuilt IMGUI editor.
- Implemented a system that encodes utilized assets into a custom binary format for deployment.
- Performed performance profiling in order to identify and resolve performance bottlenecks.
- Assisted in defining the asset pipeline system of the engine.
- Developed features in accordance to request documents supplied by the designers.
- Guided designers on custom engine usage.

[Parcels](#) [Group of 8, 2D Narrative Adventure single player game built in a [custom engine](#) using C++]
                                                                          Sep 2021 - Apr 2022
- Developed a high performance rendering system using OpenGL.
- Created a basic thread pool with a job queue to speed up runtime performance.
- Assisted in the development of the engine's backend event system.
- Developed the in-game UI elements drafted by designers and artists.
- Managed players save data.

EXPERIENCE

DigiPen Institute of Technology Singapore   Jan 2022 - Apr 2023
- Teaching Assistant for programming and Software Engineering classes.