William Tjang

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I am a graduate programmer who is actively looking for opportunities where I can utilise my skills and challenge myself to become a better programmer. I have 2 years of experience with C++ and C# and have applied them to several game projects (including VR) using Unity and Unreal Engine.

Technical Skills

Programming	C++, C#, HTML/CSS
Game Engine	Unity, Unreal Engine
Version Control	Git with GitHub and GitKraken
Project Management	Trello, HacknPlan
MS Word	Word, Excel, PowerPoint, Outlook

Other Skills

- Technical support
- Customer service
- Teaching
- Multilingual – English, Indonesian, Japanese

- Problem solving
- Communication
- Teamwork
- Leadership
- Work ethic

Work Experience

Game Programmer @ JBK Studios   Jul 2020 – Dec 2020

Developed a game using hybrid C++ and blueprint programming in Unreal Engine 4

IT Support Staff @ National Institute of Dramatic Arts (NIDA)   Oct 2019 – Oct 2020

Served as level 1-2 IT support for students and staffs within the Kensington campus

Finance Officer @ Rider & Bell Group   Jul 2018 – Oct 2019

Performed various financial affairs tasks including general bookkeeping, service delivery
management and purchasing management, along with occasional tasks such as low-level IT
support and website maintenance

Private Tutor @ Ezy Math Tutoring   Dec 2016 – Dec 2018

Worked as a contractor for a tutoring agency which required me to prepare my own content

Education

Academy of Interactive Entertainment   2019 - 2020

Advanced Diploma of Game Programming

University of New South Wales   2014 - 2018

Bachelor of Economics

Caringbah High School   2008 - 2013

Higher School Certificate

Referees

Rick Ko   **Venkat Ravilla**

Project Lead   Systems Architect, ICT manager

JBK Studios   National Institute of Dramatic Arts (NIDA)

Contact details are available upon request