

William Tjang

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Website: <https://twillij.github.io/>

I am a passionate game developer with over 3 years of experience programming in C++, and years using Unreal Engine. I also have a bit of experience using C#, HTML and Python in a non-professional capacity. I shipped my first product on PC and consoles as the lead publishing developer in 2022.

Technical Skills

Programming Languages	C++, C#, HTML/CSS
Programming Environments	Unreal Engine, Unity
Game Development	Gameplay, UI, physics, shader, optimisation, porting, VR
Source Control	Git (Git commands, GitHub, GitLab, SourceTree)
Project Planning	Trello, Jira, Confluence
MS Office	Word, Excel, PowerPoint, Outlook

Personal Skills

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| <ul style="list-style-type: none">• Problem solving• Leadership• Mentorship• Autonomy | <ul style="list-style-type: none">• Project management• Team communication• Client communication• Multilingual: English, Indonesian, Japanese |
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Professional Experience

Unreal Engine Developer @ Tabcorp (Full-Time)

July 2023 – Present

I work on the development of a racing simulation graphics engine using C++ within Unreal Engine.

Unreal Engine C++ Programmer @ Blowfish Studios (Full-Time)

Sep 2021 – May 2023

I developed video game projects using Unreal Engine and C++, and helped external developers port their games to PC and consoles.

Game Design Workshop Instructor @ Dr Egg Adventures (Contract) Jun 2021 – Jul 2021

I taught primary school kids on game design basics using various apps through Zoom.

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

I served as level 1 & 2 IT support for students and staffs within the Kensington campus.

General Finance Officer @ Rider & Bell Group (Full-Time) Jul 2018 – Oct 2019

I performed various financial affairs tasks including general bookkeeping, goods delivery management and supply purchasing management, along with occasional odd tasks such as low-level IT support and website maintenance.

Private Tutor @ Ezy Math Tutoring (Contract) Dec 2016 – Dec 2018

I worked as a contractor for a private tutoring agency for which I prepared 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

References

Richard Delamore

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Senior Unreal Engine Developer @ Tabcorp

Patrick Tedesco

patrick.tedesco123@gmail.com

Publishing Producer @ Blowfish Studios