

# 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 native C++, and about 2 years using Unreal Engine. I also have experience using C# and Unity in a non-professional capacity. I shipped my first title on PC and consoles as the lead publishing developer in 2022.

## Technical Skills

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

## Personal Skills

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|----------------------|---|
| • Problem solving    | • Communication                               |
| • Mentorship         | • Teamwork                                    |
| • Customer service   | • Autonomy                                    |
| • Project management | • Multilingual: English, Indonesian, Japanese |

## Professional Experience

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### 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 also 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

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**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

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**Richard Delamore**

[richard.delamore@tabcorp.com.au](mailto:richard.delamore@tabcorp.com.au)

Senior Unreal Programmer @ Tabcorp

**Patrick Tedesco**

[patrick.tedesco123@gmail.com](mailto:patrick.tedesco123@gmail.com)

Publishing Producer @ Blowfish Studios