

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 Office	Word, Excel, PowerPoint, Outlook

Other Skills

- | | |
|---|-------------------|
| • Technical support | • Problem solving |
| • Customer service | • Communication |
| • Teaching | • Teamwork |
| • Multilingual – English, Indonesian,
Japanese | • 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

Project Lead

JBK Studios

Venkat Ravilla

Systems Architect, ICT manager

National Institute of Dramatic Arts (NIDA)

Contact details are available upon request