

# VANESSA CHUA

## INTERACTIVE MEDIA & GAME DEVELOPER

---

### CONTACT



(+65) 98231208



[vanessa.chuasiewjin.2000@gmail.com](mailto:vanessa.chuasiewjin.2000@gmail.com)



<https://vanessachuasiewjin.github.io/VanessaChuaPortfolio/>



<https://www.linkedin.com/in/vanessa-chua-siew-jin/>

---

### ABOUT ME

A devoted and motivated student who is eager to learn and experiment with new technologies as well as programming techniques.

Experienced in collaborating and communicating with team members. Proficient in C, C++ and C#, with hands-on experience using Unity.

### EDUCATION

**DigiPen Institute of Technology Singapore** Aug 2022 - Present

BSc in Computer Science in Interactive Media & Game Development

- Expected date of graduation Apr 2026

**Temasek Polytechnic**

Apr 2019 - May 2022

Diploma in Game Design & Development

- Organized events as a Committee member in Student Interest Group
  - Edusave Merit Bursary 2020
- 

### PROJECTS EXPERIENCE

**Changi Airport T5 exhibition**

Oct 2025 - Jan 2026

Interactive developer

(Kiosk, C#, Unity engine)

- Implemented an interactive kiosk in Unity (C#) from Figma-defined workflows.
- Built a 3-of-8 keyword selection system producing 56 visual outcomes.
- Integrated photo capture flow, image upload API, and QR code generation.

**SG60 Heart&Soul**

May 2025 - Aug 2025

Interactive developer

(C#, JSON, Unity, API)

- Took over and completed Arrival Feature Wall with updated assets.
- Built a JSON design pipeline to sync visuals between installations.
- Integrated APIs and animator/3D assets for final delivery.

**Keep It Brief**

Sept 2024 - Apr 2025

System Programmer

(Hack and Slash, 3D C++ custom engine, team of 13)

- Integrated FMOD by wrapping core audio APIs for engine-level use.
  - Built core audio components (Source, Listener, Reverb).
  - Implemented GUID-based and randomized audio playback.
- 

### WORK EXPERIENCE

**CraveFX**

May 2025 - Apr 2026

Interactive developer

(Unity engine, Playcanvas, C#)

- Developed interactive kiosk experiences for public exhibitions.
  - Worked on "T5 in the Making" and "SG60 Heart & Soul" installations.
  - Integrated UI, media systems, and backend services.
-