

VANESSA CHUA

INTERACTIVE MEDIA & GAME DEVELOPER

CONTACT

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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

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.

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.