



## Experience



Aug 2023-Present

**FULL STACK DEVELOPER (TRAINEESHIP) // AIRES APPLIED TECHNOLOGY**


- **FRONTEND DEVELOPMENT IN REACT** - Developed the frontend of an encryption software after drafting the wireframes and high-fidelity prototype in Figma.
- **MENTORSHIP** - Guided polytechnic interns through the process of integrating React frontend and Python Flask backend of an encryption software.
- **RAPID PROTOTYPING IN C#** - Developed an AR app using AR Foundation (Google's ARCore + Apple's ARKit) in Unity3D.



Dec 2022-Aug 2023

**SOLO GAME DEVELOPER // J. GAMES ENTERTAINMENT**

- **DEVELOPMENT IN C#** - Developed hero state machine, enemies' behavioural trees and game logic in Unity3D.
- **UI AND ART IN ILLUSTRATOR** - Created all the game UI, environment and characters artworks.
- **MOTION GRAPHICS IN AFTER EFFECTS** - Created marketing contents for social media.




Dino with a Gun download  
Play Store: [bit.ly/resumeDWAG](https://bit.ly/resumeDWAG)



Nov 2021-Dec 2022

**CREATIVE LEAD // TRON DAO (WINK WEB3.0 GAMEFI)**

- **LEADERSHIP** - Attended HOD meetings and led the creative team on content creation.
- **UI PROTOTYPING IN FIGMA** - Worked closely with the frontend developers to create UI flow diagrams, and developed low and high-fidelity wireframes. ([Project Link](#))
- **MOTION GRAPHICS IN AFTER EFFECTS** - Animated landscapes for GameFi metaverse world.



Apr 2021-Nov 2021

**GAME DESIGNER // GAME REIGN PTE LTD**

- **IDEA CONCEPTUALIZATION** - Brainstorm game features and mechanics that will keep players hooked and increase the chances of them spending in game.
- **RAPID PROTOTYPING IN C#** - Developed multiple mini games to demonstrate the effectiveness of brainstormed ideas.



2018-2021

**VFX SUPERVISOR - MOGRAPH ARTIST // MONOCHROMATIC PICTURES**

- **VFX SUPERVISOR** - Supervised the VFX scenes on set in a green screen studio for Evia OLA Luxury EC TVC and led the team on the post-production workflow.
- **MOTION GRAPHICS IN AFTER EFFECTS** - Worked on a multiple client's project such as Microsoft and Subway.

## Skills &amp; Competencies

## Programming

React

C# (C-sharp)

MySQL

Python

Unity3D

## Other Applications

Figma

Illustrator

Photoshop

After Effects

Premiere Pro

Cinema4D

## Socials

 **GitHub**  
**PUBLIC REPOS**  
[bit.ly/resumeGitH](https://bit.ly/resumeGitH)**WEBSITE**  
[vindorable.github.io](https://vindorable.github.io) **LinkedIn**  
[linkedin.com/in/jay](https://linkedin.com/in/jay)

## Education

**Diploma Certificate in Visual Effects & Motion Graphics**  
Singapore Polytechnic  
2010-2013

## Certifications

### SOFTWARE QUALITY ASSURANCE

3 months course in Ngee Ann Polytechnic + 6 months OJT (Aug 2023 – Apr 2024)  
Career Conversion Attach-and-Train FinTech Talent Programme  
Hosted by SFA (Singapore FinTech Association) and WSG (Workforce Singapore)

- Programming in Python
- SCRUM
- Software QA

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## Personal Projects

### FRANKRIT EATS MEAT (GAMEMAKER STUDIO)

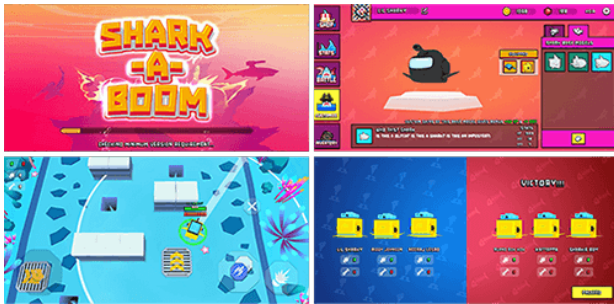


A simple hooking game where you have to hook meats to survive as long as possible while avoiding hooking on things that will hurt you.

- **DEVELOPMENT IN GML (C# WRAPPER LANGUAGE)**
- **GOOGLE IN-APP PURCHASE** - Buy gems to purchase upgrades for the skill tree to give you an edge in survival and also to buy skins.

Play Store: [bit.ly/resumeFEM](https://bit.ly/resumeFEM) (500+ downloads with 4.3 stars rating)

### SHARK-A-BOOM (UNITY3D)



A game like Brawl Stars where you battle it out with enemy team of sharks with turrets.

- **DEVELOPMENT IN C#**
- **REAL-TIME PVP WORLDWIDE** - Use Photon Engine PUN for real-time connection.
- **FIREBASE CHAT SYSTEM** - For global real-time messaging.
- **FIREBASE FRIEND SYSTEM** - To encourage social network ecosystem.
- **FIRESTORE CLOUD BACKUP** - For cross-platform game data saving.

Play Store: [bit.ly/resumeSAB](https://bit.ly/resumeSAB) (in early-access)

### DINO WITH A GUN (UNITY3D)



A game like survivor.io where you survive the onslaught of enemies for a time period and picking up upgrades along the way.

- **DEVELOPMENT IN C#**
- **GOOGLE IN-APP PURCHASE** - Buy gems and custom skins from shop.
- **BACKEND API FOR PLAYER MANAGEMENT** - Used LootLocker for cloud storage, server time ping (to prevent cheating by changing device time), leaderboard and achievements.

Play Store: [bit.ly/resumeDWAG](https://bit.ly/resumeDWAG)