JANUS QUEK

PROGRAMMER ● SINGAPORE ● +65 81898717

DETAILS

Singapore
+65 81898717
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Place of birth
Singapore

Nationality
Singaporean

LINKS

https://janusquek.tech/

https://linkedin.com/in/janus-quek/

SKILLS

C++

C#

Python

Unity

Unreal Engine

Microsoft Office

Adobe Photoshop

LANGUAGES

English

Chinese

Japanese

HOBBIES

Video Gaming
Story Writing
Music Composition

PROFILE

Experienced in C# Scripting Integration via Mono, adaptive audio technology via FMod, editor programming via IMGUI, serialization via Rapidjson, memory management, and gameplay programming via C# scripting.

Attained various academic achievements and project awards during my time in Digipen.

Currently on a scholarship with The Infocomm Media Development Authority of Singapore.

EDUCATION

Bachelor of Science in Game Design, DigiPen Institute of Technology Singapore, Singapore
September 2018 — December 2021

GPA: 3.71

Admitted into the Director's List every semester

Helped develop Howl: A Tale of Wolves in 2019:
Awarded 3rd Place for Claude Comair Grand Prize for Game of the Year
Awarded Best Sophomore Game
Awarded Best Sophomore Technology
Finalist for Best 2D Graphics Technology
Finalist for Most Innovative Design

Helped develop Spellthief in 2018:
Awarded Best Freshman Technology
Finalist for Best 2D Physics Technology
Finalist for Best Music and Sound Design
Finalist for Best Artificial Intelligence

Game and Entertainment Technology, Temasek Polytechnic, Singapore
April 2013 — March 2016

Admitted into the Director's List for AY2013/2014 October semester

Contracted by the school after graduation to work on a game for research purposes

EMPLOYMENT HISTORY

National Serviceman at National Service, Singapore
October 2016 — August 2018

Programmer Intern at Bandai Namco Studios Singapore, Singapore
October 2015 — March 2016

Worked on a prototype of a new game idea in Unreal Engine 4

Worked with both Blueprints and C++ on Unreal Engine 4

Worked with WPF in C# in developing a time-in time-out software

Worked with MySQL to create a database to work in conjunction with said software

REFERENCES

References available upon request