

# GABRIELLE TAN

STUDENT

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## SUMMARY

Through my education in Digipen, I was given the opportunity to develop custom game engines in small teams and use them to design 2D and 3D games. These experiences have taught me the importance of communicating with the team and ensuring the readability of my code. It has also given me the opportunity to build my debugging and template programming skills.

## EDUCATION

**Digipen Institute of Technology Singapore**

2017 – Current

Bachelor of Science in Computer Science and Game Design

## EMPLOYMENT

**Digipen Institute of Technology Singapore, Teaching Assistant, Singapore**

Sept. 2018 – Apr. 2019

- Teaching Assistant at the Academic Support Centre
- Grader for CS120 High-Level Programming I: The C Programming Language

## SKILLS

**Programming** : C++, C#, Visual Studio 2019

**Game Engines** : Custom Game Engines, Unity, Unreal Engine

**Soft Skills** : Problem Solver, Team Player, Communicator

## PROJECTS

**EOS**

Aug. 2019 – Apr. 2020

Link: *To be updated*

Role: Backend Programmer, Tools Programmer

- Used Assimp to implement a converter that converts 3D assets to engine format.
- Implemented property reflection system.
- Implemented skinned mesh renderer and bone animations.
- Implemented prefab system.
- Implemented serialiser and deserialiser.

**Dynamo**

Aug. 2018 – Apr. 2019

Link: <https://games.digipen.edu/games/dynamo>

Role: Graphics Programmer, Technical UI Designer, Tools Programmer

- Implemented 2D Graphics System using OpenGL.
- Implemented font atlas generator.
- Implemented DDS loader.
- Implemented UI tools and in game UI/UI art.

## AWARDS

**Finalist, Continental Automotive Singapore Best 2D Graphics Technology,**

Apr. 2019

*Digipen Institute of Technology Singapore*

Dynamo