JAYSON NGARIAN

Game Development and Programming

About Me

Hey! I'm Jayson and I've been developing games since Secondary 2! I'm currently enrolled in Singapore Polytechnic, Diploma in Media, Arts and Design (Animation and Games), specializing in interactive media and game development. I am truly passionate in my craft and will always be looking forward to further sharpen my skills and seeing ways I can put them to good use.

CONTACTS AND PORTFOLIO

+65 8807 5098

https://yelloej.itch.io/

jaysnjj@gmail.com

https://yelloej.github.io/portfolio/

LANGUAGE

English: Fluent in speaking and writing

Chinese: Intermediate in speaking and writing

Indonesian: Basic speaking and writing

EDUCATION

Singapore Polytechnic
Diploma in Media, Arts and Design
(Animation and Games)
[Current GPA: 3.85]
2023 - Present

Geylang Methodist School (Secondary)
GCE O-Level   [L1R4: 8]
2019 - 2022

Geylang Methodist School (Primary)
PSLE   [T-Score: 231]
2013 - 2018

ACHIEVEMENTS

Director's Honour Roll
(Academic Year 2023/2024)

Edusave Merit Award
(Academic Year 2023/2024)

KEY PROJECTS

Enchanted Bites - action / adventure mobile game
Team of 6, Programming Lead

Enchanted Bites is a 2D action-adventure mobile game where you have to fight monsters and gather ingredients to create dishes to sell to customers in your tavern. As the **programming lead**, I was in charge of designing the architecture of the **game's key features**. This includes the UI, inventory, item, dialogue and a breath-of-the-wild style cooking system, making sure they are as **modular** as possible using tools such as Unity's scriptable objects system. I was also entrusted with the optimisation of the game and ensuring the game worked as intended.

Monster Bullet Rush - pixel top-down action shooter
Solo personal project

Monster Bullet Rush is a solo passion project of mine where **I made all the assets from scratch** (except for the engine, I used the Godot game engine), ranging from the art, code, design, and audio aspects of the game. Making this game allowed me to **understand the different roles and responsibilities** of a game development team better, thus enhancing my communication skills between fellow artists, designers, composers and sound designers within a team.

The Quackening - a 3D tower defence game about ducks
Team of 8, Programming Lead

The Quackening is a 3D tower defence game revolving around ducks, towers and wonky physics. I was in charge of **implementing the core mechanics** such as the UI and tower placements, drag and drop and enemy attack systems using Unity C#. I was also involved in the **designing** and **quality checking** of the game.

Neutrabox - a 2D pixel puzzle game that won a game jam
Solo game jam entry

Neutrabox is a pixel puzzle platformer where you have to bring two boxes together, while cleverly using the boxes to overcome obstacles. This project was made in Godot in 5 days for the **AG Game Jam 2024**. It won first place under the **"Best Overall Game"** category. I made both the art and code for the project, while also learning a lot more about game design while designing the levels.

YelloeJ Games - where I share my passion projects

YelloeJ Games is an online persona or name that I have been using to upload my **personal game projects (on itch.io)**. I have made **20+ game projects** using various engines (listed below) on https://yelloej.itch.io/.

SKILLS AND COMPETENCIES

- Game Development (Unity. Godot, Gdevelop)
- Programming (C#, GDscript, Lua, Javascript)
- 3D Modelling and Texturing (Blender, Maya, Substance Painter)
- Photo Editing (Photoshop, Paint.net)
- Design (Figma, Canva, Illustrator)
- Pixel art (Aseprite, Photoshop)
- Microsoft 365 tools (Powerpoint, Word, Excel)

- Creativity
- Proactiveness
- Leadership
- Critical Thinking
- Problem Solving
- Fast learner
- Attention to Detail