ROYCE TAN WAI KIAT

GAME DESIGNER/PROGRAMMER

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About Me

More than 7 years of experience playing a variety of games which has inspired me to pursue game development. I have collaborated in teams to develop 2 games. This experience fostered my teamwork, communication and organisation skills. I am skilled in Gameplay and Multiplayer development.

Skills

Programming	- C / C++	Collaborative Skills
Game Engine	- Unity	Creativity & Innovative
	- Unreal Engine	Organisation Skills
Game Development	- Multiplayer	Presentation Skills
	- Gameplay	Problem-solving Skills
	- Ai	Communication Skills
	- Ui	
Game Design	- Conceptualisation	
	- Documentation	

Education

2022-2025

Nanyang Polytechnic - Game Development and Technology
Diploma - GPA 3.7

2017-2021

Admiralty Secondary School
O'Level
- Vice-President of Robotics Enterprise/Club
- Member of the Student Council

Experience

Work-Integration Unit - 2D Game Project
2023

- Lead game design discussions
- In charge of project management and scheduling
- Handled communications with the supervisor on behalf of the team
- Programmed player controller and weapon systems
- Designed and programmed the in-game UI
- AI Design and assisted its development

Work-Integration Unit - 3D Game Project
2023

- Lead game design discussions
- In charge of project management and scheduling
- Handled communications with the supervisor on behalf of the team
- Programmed player controller and core gameplay mechanic
- Designed and programmed the in-game UI
- Assisted with level and AI interactions with the player

Work-Integration Unit - Specialisation Project
2024

- Completed a full game project
- Programmed gameplay and UI Systems
- Created a custom pathfinding system

Awards

- MOE 2020 Innovation Programme (IvP) - Certification of Merit
- Leadership Experience and Development Programme (LEAD) by Singapore Polytechnic - Certificate of Participation

Portfolio

Link to Portfolio