Ang **Wei Feng (Ted)**

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Education

DigiPen Institute of Technology Singapore

BSc in Computer Science in Real-Time Interactive Simulation *Sep 2019 – Present*

Singapore Polytechnic

Diploma in Games Design & Development *Apr 2014 – May 2017*

Experience

DigiPen Institute of Technology Singapore

Teaching Assistant / Grader *Sep 2020 – Present*
- Provided detailed feedback on graded assignments, ensuring students understand where they lost marks
- Engaged students in 1:1 online consultations (covid period) and actively draw attention to common trouble areas
- Wrote progress reports and feedback to administration in order to adjust students academic needs and goals

Activate Interactive

Software Engineer (Intern) *May 2019 – Aug 2019*
- Implemented features for the iOS/Android mobile app for Republic Polytechnic (RP) using the React Native framework
- Worked with a team of 5 in production, from drafting the specs document to discussing requirements with clients
- Developed an internal automation platform using UiPath, VB.Net and C#, reducing manual data entry for company accountants. Research was presented to company VP to convince purchase of licenses and officially setup automation workflow in the company

Sopra Steria

Mobile Apps QA (Intern) *Mar 2017 – May 2017*
- Tested the ordering procedures of the McDonald's mobile apps for iOS/Android across different countries
- Created bug reports and support tickets and worked together with developers to identify bugs

Helix Leisure

Game Developer (Intern) *Feb 2016 – Apr 2016*
- Worked together with an 3D artist on a game prototype made in Unity
- Project was supported with essential communication tools such as JIRA, Git, Slack and Scrum
- Experience teamwork and being part of a game development team and learn the importance of "Beer Fridays"

Projects

Year 3 Game Project (Rapid Ride Fight) *Role: Graphics Lead, AI Lead*

3D capture-the-flag boat driving game with networking, AI and water physics simulation. Overall in-charge for graphics pipeline and also developed an in-engine tool for adding AI behaviours.

Year 2 Game Project (Glowing Under) *Role: Graphics Lead*

2D platformer with a focus on puzzle-solving, death-less exploration and storytelling. Developed an optimized batch renderer that is able to efficiently render 10,000+ sprites and also uses a custom sprite lighting technique.

https://arcade.digipen.edu/games/glowing-under

Year 1 Game Project (BeatBox) *Role: Tech Lead*

2D bullet hell console game that uses music to sync the enemies' actions. Wrote two custom compilers: 1) convert text files to in-game art assets. 2) read mp3 files at run-time for beats to update enemies.

Skills

Languages: C, C++, Python, SQL, GLSL, x86 Assembly, C#, HTML, CSS, JavaScript, Dart, VB.NET, Google Apps Script
Tools: OpenGL, Vulkan, ImGUI, React Native, Flutter, Android Studio, Xcode, Git, Atlassian, Slack, Microsoft Office

Achievements

2020 — **DigiPen Student Management Committee (President)**, Led the committee to plan campus-wide events during the Covid lockdown period. Events include DigiPen Jacket Competition, LAN Party, DigiPen SMC Election Campaign. Contributions include complete restructure of social media platforms, advocate for the addition of two additional support roles in the committee and greatly improved the community outreach of the SMC. — *Singapore Institute of Technology*

2020 — **DigiPen Day Zero (Event Head)**, Led a team of 30 facilitators to organize the first fully-online freshmen orientation (due to Covid restrictions.) Efforts include sourcing for prizes, pre-event logistics, coordination with SIT administration and ICT academic cluster, carrying out online zoom rehearsals as well as motivating the event team during a difficult time period. — *Singapore Institute of Technology*

2019 - 2020 — **Dean's Honor List**, Awarded a total of 3 times. — *DigiPen Institute of Technology Singapore*