# JULIAN TAN

*Full-stack / Game Developer*
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## EDUCATION

### RMIT University
*Master of Information Technology*                                  *Feb 2023 – Dec 2024*
Program GPA: 3.6

### University of Wollongong Malaysia (Prev. KDU University College)
*Bachelor of Game Development (HONS)*                               *Feb 2016 – Dec 2020*
Program GPA: 3.2

## WORK EXPERIENCE

### DineSeal (Prev. ViAi) | *Intern Frontend Developer*              *Aug 2024 – Oct 2024*
- Developed the frontend of the *DineSeal* web application from scratch using Next.js, based on provided designs. *DineSeal* empowers restaurant and cafe owners to easily create and host their own websites through a user-friendly, drag-and-drop editor powered by *Craft.js*.
- Collaborated in an AGILE environment with frontend and backend developers to develop the website, integrate APIs, and deliver iterative updates.
- Designed and optimized reusable React components using *Tailwind CSS* and *MaterialUI* for consistent styling and responsiveness across devices.
- Collaborated with the QA tester to identify, troubleshoot, and resolve bugs.

### Appxplore | *Unity Game Developer*                               *Jan 2021 – Jan 2023*
- Collaborated with artists, designers, backend developers, and fellow Unity developers to develop and improve the gameplay for *ClawStars*.
- Implemented new LiveOps, ranging from in-game events to content updates and localisation.
- Integrated 3$^{rd}$ party analytical solutions, including *Dev2Dev* for identifying underperforming in-game events, sales, and mechanics; and *Appsflyer* for optimizing user acquisition strategies and boosting revenue.
- Developed Unity tools to streamline the development process.
- Collaborated with QA testers to resolve bugs for *ClawStars* and *Mobfish Hunter*.

### Fiverr | *Freelance Unity Game Developer*                        *Aug 2020 – Apr 2023*
- Worked on many projects ranging from hyper casual arcade games to spelling games made for children with learning, attention, and behavioral difficulties.
- Collaborated closely with clients to understand project goals, delivering quality work within set timelines and specifications.
- Adapted and learnt new tools and techniques quickly to meet diverse client requirements, as each project presents unique challenges and specifications.

### Lusolab | *Intern Unity Game Developer*                          *Nov 2019 – Jan 2020*
- Converted a portion of *Go Gold Castle* into an online multiplayer experience using *Steamworks*.
- Improved *Go Gold Castle's* user interface as well as particle system.
- Utilised *Photon Unity Networking* to develop an interactive application for an event organiser, enabling users to send drawings from kiosks to a main screen.
- Created documentation for system optimisation and future references.
- Handled QA testing and bug-fixing.

# ACADEMIC & PERSONAL PROJECTS

**Backpackers Buddy** | *iOS Application (SwiftUI, Google Maps API, MapKit, DocC)*
- Developed as an academic project in a team of two, allowing users to search for nearby lodgings and points of interest based on a chosen location.
- Implemented specific location and nearby search functionalities utilizing the *Google Maps API,* providing accurate and detailed location data.
- Integrated *MapKit* to visually display search results on an interactive map view for user-friendly navigation.
- Designed the user interface following *Apple's Human Interface Guidelines* for a clean, intuitive, and consistent user experience.
- Wrote unit tests and documentation via *DocC*.

**SOIL** | *Full-stack Web Application*
*Technologies: React.js, MaterialUI, Node.js, Express.js, GraphQL, Sequelize, MySQL*
- Developed an e-commerce web application with features including shopping cart, user registration, authentication, profile management, and a user review and rating system.
- Created an admin platform for content management, enabling admins to add, edit, and delete products, manage user reviews, and monitor engagement metrics in real time.
- Leveraged *Sequelize* with *MySQL* for efficient and secure database management.
- Utilised *GraphQL* subscriptions for live updates on user reviews and engagement metrics.
- Implemented an auto-flagging system to screen user reviews for obscenities using the *Obscenity* library, alerting admins for review.

**Alice's Electronic Bike Shop** | *Full-stack Web Application*
*Technologies: React.js, Node.js, Express.js, Adyen, Google Pay, PayPal*
- Developed an e-commerce web application with multiple payment checkout options as part of an academic project.
- Implemented the backend server with *Node.js* and *Express.js* to manage payment processing using *Adyen*.
- Integrated *Google Pay* and *PayPal* libraries on the frontend for diverse payment options.

**Today I Learned** | *Full-stack Web Application (React.js, Supabase)*
- Developed a web application allowing users to share recently learned facts, with sorting functionality for posts by category.
- Integrated *Supabase* as the backend to manage data storage and execute CRUD operations for user posts.

**Color Launch** | *2D Mobile Game (Unity)*
- Developed independently as a personal project, featuring an endless "drag-and-launch" gameplay with procedurally generated obstacle courses.
- Integrated *Google Play* to enable cloud saving, in-app purchases, leaderboards, and achievements.
- Integrated *Unity Ads* to facilitate in-game banner and video ads, and implemented a time- and ad-based reward system.
- Integrated *Unity Mobile Notifications* to send push notifications for specific in-game activities.

# SKILLS

- **Frontend Web Technologies:** Next.js, React.js, Tailwind CSS, MaterialUI
- **Game Technologies:** Unity Engine, Photon, Google Play, Steamworks
- **Apple Technologies:** SwiftUI
- **Analytic Technologies:** Dev2Dev, Appsflyer
- **Backend Technologies:** Node.js, Express.js, GraphQL, Sequelize, Supabase
- **Databases:** SQLite, MySQL
- **Languages:** C++, C#, JavaScript, TypeScript, Swift, Python, SQL, HTML/CSS