

# JULIAN TAN

Full-stack / Game Developer

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## EDUCATION

### RMIT University

Master of Information Technology

Feb 2023 – Dec 2024

### University of Wollongong Malaysia (Prev. KDU University College)

Bachelor of Game Development (HONS)

Feb 2016 – Dec 2020

## 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<sup>rd</sup> 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