CHYE PING HWA

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SKILLS: C++ (3 years), Java/Python/CUDA (Familiar)

EDUCATION

DigiPen Institute of Technology-Singapore Institute of Technology   Singapore
BS in Computer Science in Real-Time Interactive Simulation   Sept 2013-Dec 2016
- Minor in Mathematics (Projected)

Singapore Polytechnic
Diploma in Information Technology   2008-2011

EXPERIENCE

PSA Corporation Limited   Singapore
Programming Intern   Jan 2016-July 2016
- Worked on layout generation system of Automated Guided Vechicles (AGV)
- Improved, optimized and ported existing code to C++

SECRET BASE   Singapore
Game Programming Intern   Aug 2010-Mar 2011
- Offered an internship opportunity to continue working on the Bitejacker (Final-Year Project)
- Developed and released a few flash games on major gaming portals

PROJECTS

VEK'S EPIC KREW   Sep 2015-Dec 2015
- Worked together with a 6-member team to develop this 3rd person ship sailing game
- Implemented the core mechanics of player's role switching system

SOUL SLASHER SAYAKA   Sep 2014-Mar 2015
- Assumed the role of technical lead in a 5-member team
- Harnessed own expertise in C++ to write the component-based game engine from scratch
- Utilized DirectX 11 for the creation of rendering and graphics pipeline

BITEJACKER   Apr 2010-Feb 2011
- Worked together with a 5-member team to develop this 2D shooting game as part of Final Year Project
- Took charge of the implementation of core gameplay features using ActionScript 3

CO-CURRICULAR ACTIVITIES

TEACHING ASSISTANT   Sep 2014-Mar 2015
- Tutored and mentored students in Computer Science and Mathematics, over a period of 6 months; integral in assisting them to improve their grades

AWARDS & ACHEIVEMENTS

VEK'S EPIC KREW
- Won Claude Comair Grand Prize for Game of the year in DigiPen Game Award 2016

SOUL SLASHER SAYAKA
- Game received an honourable mention at the 7th Independent Games Festival China (2015)
- Finished runner-up in the category of Sophomore Game, Technology and Artificial Intelligence of the DigiPen Game Award 2015