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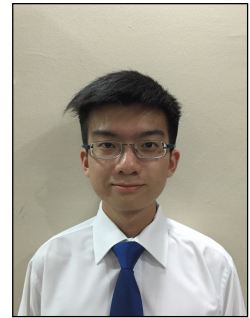
Summary

Self-driven individual who is an independent learner. Possesses a strong analytical mind with a good grasp of abstract concepts. Experienced in game development and proficient in 3D modeling. Enjoys books like Clean Code and Design Patterns.

Education

Temasek Polytechnic (Year 3 of 3)   **2014 – Present**
Diploma in Game Design & Development **[GDD]**
- cGPA of 4.0 (full score 4.0) and Director's List (AY 14/15 & AY 15/16)
- Achieved 26 Distinctions in diploma subjects such as Advanced Game AI, Game Production and Publishing, Game Development Project, Game Math and Physics, Game Modeling, Graphics Programming, and Game Design.

School of Science and Technology, Singapore [SST]   **2010 – 2013**
GCE Ordinary Level Certificate
- Achieved Top O-Level Performers award (2013)
- Awarded MOE Edusave Certificate of Academic Achievement (2013 & 2011)
- Received SST Achievement Award (2012 & 2011)
- Awarded North West Community Development Council Outstanding All Rounder Student Award – School Level (2011)

Project Experience

(Refer to website for project details)

Personal Projects
- Developed utility tools set for Unity Game Engine. Features flexible, quickly implemented animation functions for all GameObjects, similar to Apple's SKAction. Designed using Composite pattern.
  Link to toolset: https://github.com/Daburu/Daburu-Tools/wiki
- Designed and developed DontSpam, an arcade mobile game for iOS and Android using Xcode, SpriteKit and Unity Game Engine. DontSpam has over 230 downloads and average rating of 4.9/5 as of April 2016.
- More projects found at http://www.raynertanxw.me

Temasek Polytechnic
- In a team of 6, developed a Virtual Reality (HTC Vive), asymmetrical multiplayer game. Main programmer for networking design and implementation. The game features hundreds of A* led enemy agents networked across clients. Made in Unity Game Engine.
- Made Chessgeon in Unity Game Engine, a unique combination of card games and chess. Features optimized A* algorithms running on mobile.
- Led team of 4 in development of Cellulose, an action strategy mobile game involving 250 flocking-enabled AI cell units controlled in groups. Made with Unity Game Engine. Cellulose is a finalist in SiTF Awards 2016.
- Used Unity Game Engine to develop Life's Lemons. A top down 2D shooter where ammunition only comes from collected enemy projectiles.

Other Education	**Udemy Courses** • The Complete iOS 8 and Swift Course by Rob Percival (2015) • The Complete Web Developer Course by Rob Percival (2015) • Designing Gamification Level 1 (Basic) by Gabe Zichermann (2015)
Technical Skills	• Familiar with Design Patterns • Proficient in Swift, C#, and C++ programming languages • Experienced in Unity Game Engine, Xcode IDE, and SpriteKit frameworks • Familiar with OpenGL 1.0 • Trained in Adobe Photoshop and Autodesk Maya
Achievements	• Australian National Chemistry Quiz – Certificate of Merit (2012) • Australian Mathematics Competition – Certificate of Distinction (2011) • Amazing Science-X Challenge – Special Mention Award (2010)
Co-Curricular Activities	**Temasek Polytechnic Game Design & Development Student Interest Group** • Executive Committee Member (AY1415 – Present) • Organized and held 3 school game jams • Initiated and ran Unity, Gamemaker, and GIMP workshops for freshmen **School of Science and Technology, Singapore Information Communication Technology Talent Development Program** • Pioneer member and Secretary (2012 – 2013) • Executed 3 EduCamps (unconferences discussing latest technology applications in the field of education) as part of the planning team
Miscellaneous	Contributed to self-initiated service group, raising SGD$4000 for Japan Red Cross to aid in disaster relief efforts after the 2011 Tōhoku earthquake.
Interests	Reading, Chinese Calligraphy, Origami, collecting nanoblocks, Lego sets, jigsaw puzzles, game art books, game original soundtracks, Pokémon, and plush toys. Also enjoys scenic views like those of Yosemite and Sakura Season in Shinjuku Gyoen.
References	**Jonathan Pillai** Game Design & Development Course Manager Temasek Polytechnic 21 Tampines Avenue 1 Singapore 529757 Tel: 6780 6903 Email: jjpillai@tp.edu.sg Period known: 2 years **Ng Chongming** Game Design & Development Section Head Temasek Polytechnic 21 Tampines Avenue 1 Singapore 529757 Tel: 6780 6928 Email: cming@tp.edu.sg Period known: 2 years