Tan Wei Yang

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Professional Summary

Innovative and adventurous game programmer with 1 years of experience in gaming field industry. Curious about everything related to game and will do a lot of research to satisfy my curiosity. Currently seeking opportunity to work with people that have the same mindset as me to keep improving myself and the people around me.

Employment history

GAME PROGRAMMER, Ammobox. Puchong, Selangor
Jan. 2018 – Present

As a Gameplay Programmer at Ammobox Studios. I was responsible for the following things:

1. Getting Prototypes Out
2. Designing New System Architecture
3. Handling and Optimizing the Net code in **Eximius Seize the Frontline.**
4. Debugging the game from Legacy to Current Codes
5. Refactoring and Optimization of Legacy Codes.
6. Setting up UI Functionality
7. (Not related to gameplay) I was responsible for www.seizethefrontline.com and the press kit page

LECTURER, MyEdventure. Kuala Lumpur, Selangor
Jul. 2017 – Sep. 2017

The experience I have in this lecture is a little special. I was studying while teaching freshmen. The responsibility I was given was to teach students 3 languages. I was responsible to teach them **HTML, CSS and JavaScript**.

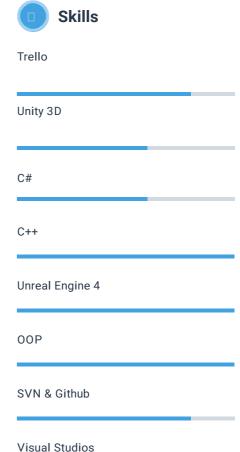### QA PROGRAMMER, Centre for Content Creation (CCC). CyberJaya, Selangor
Jan. 2016 – May. 2016

I was student back then, asked by lecturer to help out CCC with a project called Startfall Catalyst. My responsibility was to catch and fix bugs. The game was powered by Unity3D written in C#. I took the opportunity together with a senior of mine to taste what it is like to work on an industry project.

Education

LIMKOKWING UNIVERSITY, Cyberjaya, Selangor
Bachelor of Science, Games Technology, Dec. 2017

Skills

Trello

Unity 3D

C#

C++

Unreal Engine 4

OOP

SVN & Github

Visual Studios

Algorithm

Data Structure