



tga 吴曦远

tga@space55.xyz

[website](#)

Work Experience

2020.12 – 2024.06

Designer & Developer @ Replit

- Created [Kaboom](#), an open source JavaScript 2D game engine aimed to help beginners learn programming and game making
- Worked on design and engineering on Replit web app and the online code editor (typescript, react, figma)

2019.05 – 2019.08

Designer & Developer @ Gamecores

- Designed and developed 3 built-in games & apps for DEOT (a DIY handheld gaming console) in Lua & Love2d

Education

2016.09 – 2020.05

Design & Technology @ Parsons School of Design

Skills

Software Engineering

- Mainly worked in front-end and game dev context, have full-stack experience for personal projects

- Very fluent in JavaScript, TypeScript, HTML and CSS, also have written a lot of Lua, C and Rust
- Love simple, clean, readable, maintainable code

UI/UX Design

- Good at user centered design with touch of fun, creativity and individuality
- Good at expressing brand identity and consistency
- Fluent in softwares like Figma, Sketch, Affinity Designer, Photoshop, Illustrator etc

Game Design

- Have designed and developed several small games and digital toys, doing all the design, visuals, development and music
- Knows how game engines work, have developed some small engines for personal use and have used engines like Unity, Godot, Love2D etc
- Knows how rendering work, have worked with low level stuff like OpenGL, WebGL and software rendering

Web Design & Development

I make websites for artists, designers, musicians and creative studios etc. I do everything including design, illustration, development and deployment.

[Midorii](#)

[DEOT](#)



Locus Chen

Locus Chen 陈晓彤 is a multi-disciplinary artist based in New York City. [more](#)

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Voyage (2019)
Approximately 700 boats made of seaweed sheet with intaglio prints pasted on the inside bottom, household netting, white linen, monofilament, wire.
[more info](#)

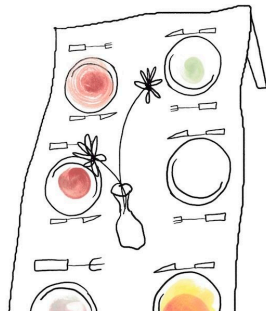


tga

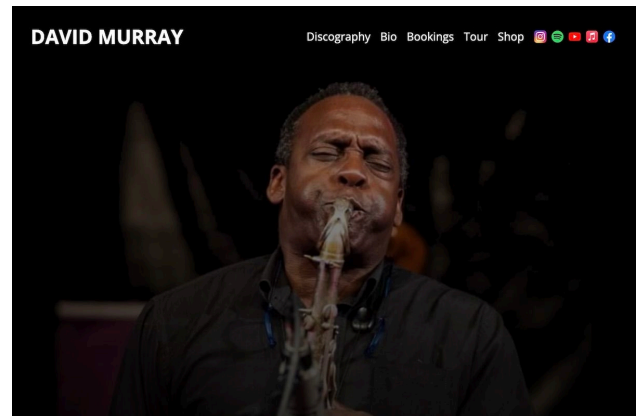


FFF Food Studio

#fff food studio



David Murray



Games & Digital Toys

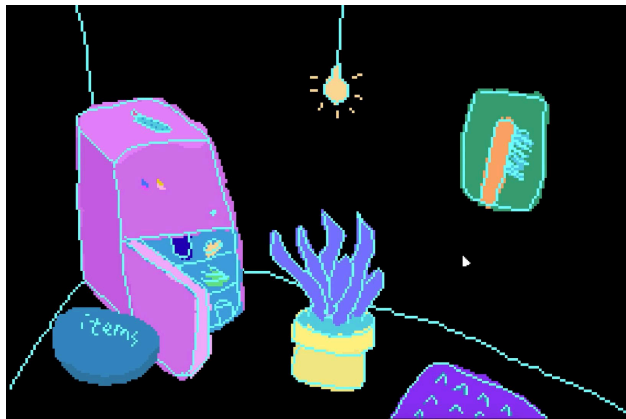
I make some small games and digital toys. You can find gameplay videos [here](#).

WHERE'StGa

space55

personal digital space

self introduction game,
solve puzzles and find
tga in the room!



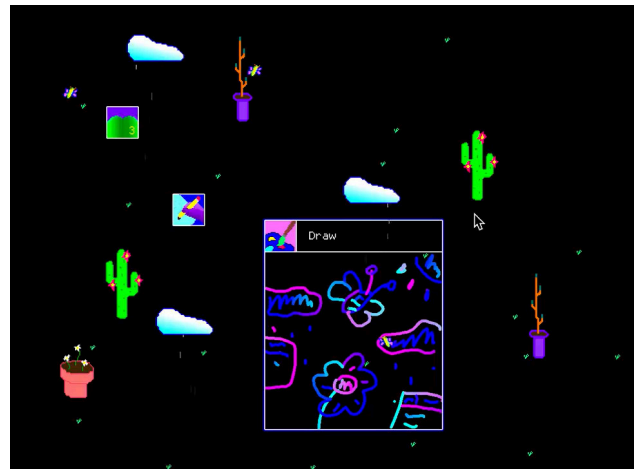
LISA

Lisa! You're tearing me
apart!!



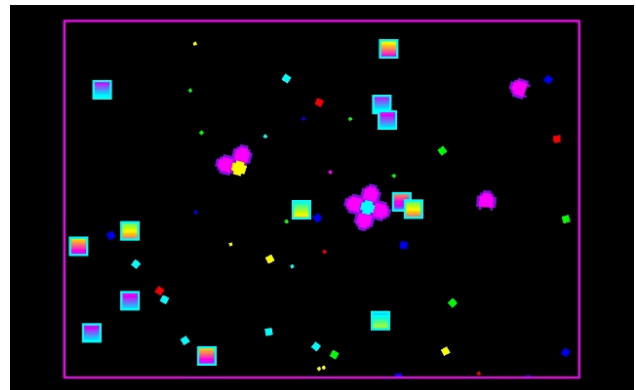
DEOT Space Exploration Program

explore space, gather
resources and battle
alien bugs for DEOT space
operation



bl00000m

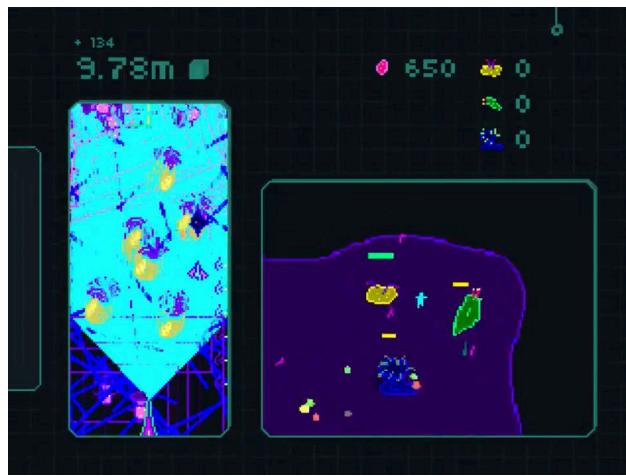
2 player arcade, play as
flowers, shoot pollens
and protect your petals!



GOOD

feel





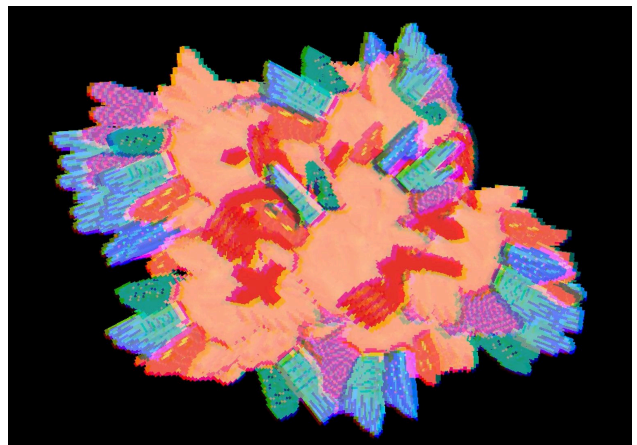
gardenFX

gardening themed drum sequencer



DIRTY FINGER

the fingers are dirty



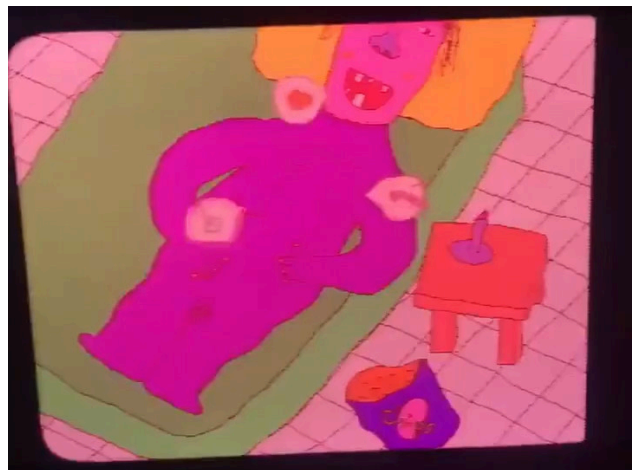
Eat Fish

enjoy your meal while battling the evil hedgehog!



FEEDME

satisfy your man, man

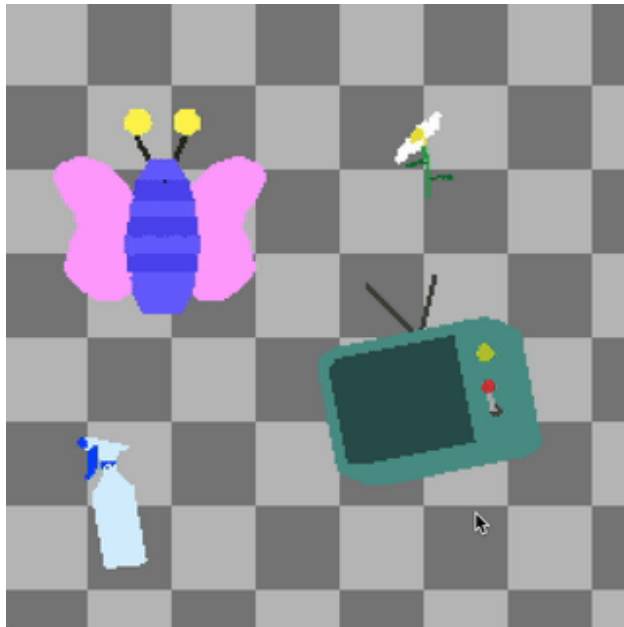


Code

I'm most fluent in JavaScript / TypeScript now, also can write Lua, C, Rust etc. Check out my [Github](#).

[dirty](#)

personal single header C library collection, including graphics engine, audio engine, scripting language, etc



[kaboom](#)

2d JavaScript game engine



Music

I play tenor saxophone, and some trumpet, flute and bass. Mostly in the jazz / free jazz / improv scene. You can find some videos of my performances [here](#).