Treven Tan Thea Sheng

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📚 Skills Summary

C++	●●●●●●●●○○
C	●●●●●●○○○○
C#	●●●○○○○○○○
unity	●●●●●●●○○○
UNREAL ENGINE	●●●●●●○○○○
X (Excel)	●●●●●●●●○○

📋 Summary

Versatile and skilled software developer that adapts accordingly to the need of the team. I have worked on roles such as Tools Developer, Gameplay Programmer and System Programmer.

Experienced in working with teams of different sizes, ranging from small 2 man teams to larger 9 man teams, and have experienced leading a 9 man team.

Disciplined and responsible, always seeking to do the best of any task given.

🎓 Education

DigiPen Institute of Technology, Singapore (2017 – Present)
BSc in Computer Science & Game Design

Nanyang Polytechnic (2012 – 2015)
Diploma in Digital Entertainment Technology (Games)

💼 Work History

Software Developer| Nanyang Polytechnic (Apr 2015 – Jun 2015)
- Developed using Unity (C#).
- Develop a 3D platformer game project to be used in a level design class.
- Create prefab object with customizable variables for students to create level.
- Collate feedbacks from testers to better implement the tools to be used by students

Cashier| Takashimaya Departmental Store (Sep 2014 – Oct 2014)
- Manage the cash register during opening hours and make sure the amount tallies during closing time.

🏫 Projects

Illusive | Junior Game Project – First Person Stealth Game   (Sep 2019 – Apr 2020)
Producer / Tools Programmer / Gameplay Programmer / System Programmer

- Developed using custom game engine (C++/C#).
- Managed a team of 10 students, consisting of 2 designers and 8 programmers. (Used Scrum)
- Developed tools to be used by the designers to create levels. For example, a file system to import external file and to manage internal files.
- Used ImGUI to develop editor tools.
- Polished the tools' functionality based on designers' feedbacks.
- Scripted gameplay using C# and programmed core gameplay systems using C++.

99 Cards | Sophomore Game Project – 2D card game   (Sep 2018 – Apr 2019)
Tools Programmer / Gameplay Programmer

- Developed using custom game engine (C++).
- Worked in a team of 7 students, consisting of 2 designers and 5 programmers.
- Did C++ reflection from scratch.
- Developed tools to be used by the designers to create levels. Integrating reflection with ImGUI to reflect the object's variables in the editor.
- Used ImGUI to develop editor tools.
- Polished the tools' functionality based on designers' feedbacks.
- Implemented the "Buff" and "De-buff" mechanic.

Blue Monocle | Final Year Project – 2.5D Platformer Game   (Nov 2014 – Mar 2015)
Gameplay Programmer / Level Designer

- 1st runner up for Microsoft Imagine Cup Singapore Finals 2015 Games Competition.
- Developed using Unity (C#).
- Worked in a team of 4 students, consisting of 2 artist and 2 programmers.
- Designed all of the levels for the game.
- Scripted the gameplay and implemented AI using C#.

Mother Spider | Internship Game Project – 2.5D Platformer Game   (Sep 2014 – Nov 2014)
Gameplay Programmer / AI Programmer / Level Designer

- Developed in Unity (C#).
- Worked in a team of 8 students, consisting of 4 Singaporean students and 4 Japanese student.
- Managed to convey our ideas across to each other, even with the language barrier.
- Implemented the wall climbing mechanic and AI for the boss battle level.
- Designed all of the levels for the game.