

Wei Xiang Lim

Software Developer
DigiPen Computer Science in Real-Time Interactive Simulation
Undergraduate

CONTACT

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SKILLS

Technical

- C++
- C#, .NET
- C
- Python
- TensorFlow
- Keras
- LISP
- JavaScript
- ReactJS
- NodeJS
- HTML
- CSS
- Java
- OpenGL
- ImGui
- MySQL
- Unity / Unreal

Production

- Git
- Trello
- Jira
- AGILE
- SCRUM

AWARDS

- **Best 2D Visual Design (Winner)**
Awarded to Mind Over Matter, DigiPen Game Awards
- **Best 2D Graphics Technology (Finalist)**
Awarded to Mind Over Matter, DigiPen Game Awards
- **Best Sophomore Game (Finalist)**
Awarded to Mind Over Matter, DigiPen Game Awards
- **Best User Interface (Finalist)**
Awarded to Mind Over Matter, DigiPen Game Awards
- **Gumi Asia's Best Freshman Game (Finalist)**
Awarded to Fishie Protecc, DigiPen Game Awards
- **Dean's Honor List**
Awarded for every semester throughout 2018 – 2021

EXPERIENCE

Software Engineer Intern

Autodesk Asia Pte. Ltd.

Jan 2022 – Present

- Developed automation software to aid in the testing phase of AutoCAD and its vertical products
- Developed extensions and tools to the AutoCAD verticals platform with LISP, C#, Python and C++
- Worked on GUI Injection for UI automation

Teaching Assistant

DigiPen Institute of Technology, Singapore

Feb 2018 – Mar 2021

- TA modules: Linear Algebra and Geometry, Data Structures & Algorithms, Game Implementation Techniques, Project 200

Programming Intern

Neeuro, Singapore

Sep 2015 – Nov 2015

- Developed core parts of the Memorie app's User Interface using Unity Engine and C#
- Fully created a sister application prototype "Smartie" with Unity Engine
- Utilized Neeuro's EEG Senzeband technology to develop relevant software for the Memorie app

EDUCATION

Bachelor of Science in Computer Science in Real-Time Interactive Simulation

DigiPen Institute of Technology, Singapore

Aug 2018 – Present

- Studied advanced C++, game implementation techniques, math and linear algebra
- Held the technical lead role for 4 full-length game projects involving cross-disciplinary teammates
- Built 2D and 3D custom game engines with C++

Diploma in Digital Entertainment Technology (Game Development Technology)

Nanyang Polytechnic, Singapore

Apr 2013 – Mar 2016

- Nanyang Polytechnic Scholarship holder
- Studied extensive C++
- Introduced to PlayStation 4 multicore development
- Worked with popular industry game engines