



WEI XIANG LIM

GAME DEVELOPER,
SOFTWARE ENGINEER

PROFILE

I am an undergraduate at DigiPen Institute of Technology pursuing a Bachelors of Science in Computer Science in Real-Time Interactive Simulation. I have a deep passion for developing anything that peaks my interest, ranging from games to websites and applications. I enjoy building tools to solve technical challenges for my projects and am constantly looking for new ways to further hone my craft and experience!

ACHIEVEMENTS



Best 2D Visual Design (Winner)

Awarded to Mind Over Matter, DigiPen



Best 2D Graphics Technology (Finalist)

Awarded to Mind Over Matter, DigiPen



Best Sophomore Game (Finalist)

Awarded to Mind Over Matter, DigiPen

RELEVANT EXPERIENCE

● Feb 2018 -
Mar 2021

Teaching Assistant

DigiPen Institute of Technology, Singapore

- Assisted professors in grading, guiding and teaching (TA modules: Linear Algebra and Geometry, Data Structures & Algorithms, Game Implementation Techniques)

● Sep 2015 -
Nov 2015

Programming Intern

Neeuro, Singapore

- Developed part of the Memorie app using Unity Engine and C# scripting
- Developed parts of the User Interface of Memorie with Unity's Canvas functionality
- Fully created a sister application prototype with Unity Engine
- Worked with and tested Neeuro's Senzeband technology

EDUCATION

● Aug 2018 -
Present

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

DigiPen Institute of Technology, Singapore

- 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++

● Apr 2013 -
Mar 2016

Diploma in Digital Entertainment Technology

Nanyang Polytechnic, Singapore

- NYP Scholarship holder
- Studied extensive C++
- Worked with popular industry game engines
- Studied various games development techniques
- Introduced to PlayStation 4 multicore development



Best User Interface (Finalist)

Awarded to Mind Over
Matter, DigiPen



Gumi Asia's Best Freshman Game (Finalist)

Awarded to Fishie Protecc,
DigiPen



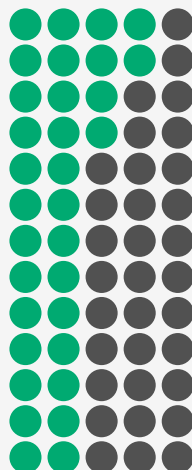
Dean's Honor List

Awarded for every
semester throughout 2018-
2021, DigiPen

SKILLS

Technical

C++
C
C#
Unity
ReactJS
JavaScript
CSS
HTML
Python
Jupyter
OpenGL
ImGui
MySQL



Production

Git / Github
Jira
Trello
MS Office
Sony Vegas



PROJECTS

2020

MIND OVER MATTER

DigiPen Institute of Technology, Singapore

2D puzzle platformer built on a custom game engine. Utilized technologies like ImGui, OpenGL, tilemapping. Received multiple awards during DigiPen Game Awards 2020.

2019

FISHIE PROTECC

DigiPen Institute of Technology, Singapore

2D game project with a unique game concept revolving around protection and reaction speed. Finalist for Gumi Asia's Best Freshman Game Award 2019.

2016

ILLAN: SHADES OF MEMORIES

Nanyang Polytechnic, Singapore

3D third-person open world puzzle-based game built on Unity Engine. Green-lit on Steam and featured on Straits Times.

CONTACT

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