

Wei Xiang Lim

Software Engineer

Computer Science In Real-Time Interactive Simulation, DigiPen
(3.75/4.00, Second Honors)

CONTACT

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SKILLS

Technical

- C++
- .NET (ASP, Core)
- ReactJS
- NodeJS
- RESTful APIs
- Python
- TensorFlow
- Keras
- LISP
- JavaScript
- Java
- HTML
- CSS
- OpenGL
- ImGui
- MySQL
- Unity / Unreal

Production

- Git
- Trello
- Jira
- SCRUM / AGILE

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 C++, C#, Python and LISP.
- Worked on GUI Injection for UI automation.
- Worked on deploying toolsets cross-platform with NodeJS and ASP.NET.

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.

Software Developer 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.

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

EDUCATION

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

DigiPen Institute of Technology, Singapore

Aug 2018 – Present

- Studied advanced C++, game engine implementation, graphics implementation, linear algebra, machine learning and networking.
- Held the technical lead role for 4 full-length game projects involving cross-disciplinary teammates.
- Built 2D and 3D custom game engines with from scratch with C++, OpenGL, PhysX, ImGui and other relevant frameworks.

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