

# 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
- Blockchain
- LISP
- JavaScript
- ReactJS
- NodeJS
- Java
- HTML
- CSS
- OpenGL
- ImGui
- MySQL
- Unity / Unreal

### Production

- Git
- Trello
- Jira
- SCRUM / AGILE

## 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.
- 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.

## 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