THONG WENG LOK, MAX

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SUMMARY AND OBJECTIVE

Computer Science undergraduate with progressive experience in writing code and designing solutions. Worked on several game projects throughout university using both commercial and custom game engines. Seeking to learn and explore new skillsets in the technical field, at the same time gain working experience and upgrading myself.

EDUCATION

Bachelor's Degree in Computer Science and Game Design   Sep 2019 - Sep 2023
- ***DigiPen Institute of Technology***

Diploma in Mechanical Engineering   Apr 2014 – Apr 2017
- ***Ngee Ann Polytechnic***

SKILLS

Language: English (speak, read, write), Chinese (speak)
Microsoft Office: Word, PowerPoint, Excel
Programming: C/C++, C#, Python (Basic), SQL, HTML/CSS/JavaScript, ReactJS , Google Apps Script
Game Engine: Unreal, Unity
3D Software: Blender, AutoCAD, Reallusion (Character Creator, iClone), RealityCapture
Video and Image Manipulation: DaVinci Resolve
Holistic: Team player, self-Motivated, communication, open to criticism, flexibility, adaptability

SUCCESSFUL PROJECTS

DigiPen Year 3 Game Project – *Rapid Ride Fight*
Game Trailer - https://www.youtube.com/watch?v=bge3fiypg5U&ab_channel=ChuRuiHeng
- Physics and Gameplay Programmer for the development of a 3D capture the flag arena game.
    - Used PhysX library to set up the physics framework for the game engine
    - Linking the physics framework with the engine's ECS framework
    - Programmed buoyancy physics for the environment
- Assisted in coding/scripting gameplay Logic
    - 3D speedboat movement
    - Skills and powerups
    - Camera tracking and feedbacks

DigiPen Year 2 Game Project – *Glowing Under*
Game listed in Game Gallery - https://games.digipen.edu/games/glowing-under
- Physics and Gameplay Programmer for the development of a 2D platformer game.
    - Created Physics framework for the game engine

- Assisted in coding gameplay Logic
  - 2D platformer movement
  - Movement and skills
  - Enemy AI behavior
  - Gameplay mechanics
  - Camera

DigiPen Year 1 Game Project – *ZER0-DAY*
- Producer and Gameplay Programmer for the development of a 2D top-down shooter game.
- Coded gameplay logic
  - Movement and skills
  - Top-down shooter mechanics
  - Enemy AI behavior
  - Gameplay mechanics
  - Assisted in the overall game framework

DigiPen Year 1 Game Project – *Ragnarok*
- Producer and Gameplay Programmer for the development of an ASCII text-based shooter game.
- Coded gameplay logic
  - Enemy AI behavior
  - Movement and attacking

WORK EXPERIENCE

Presidium Instruments Singapore - Internship
- Interned under R&D Department
- Conducted data testing and analysis of gemological instruments
- Prepared analysis reports

OLS Manufacturing Co. Pte Ltd – Part-time
- Worked as manufacturing assistant
- Assisted in various manufacturing stations
- Gained knowledge of various mechanical tools and hands-on skills

WorldX – Internship (Current)
- Develop the project features and systems alongside full timers contributing to codebase.
- Develop highly interactive content for the project according to project development plans.
- Foray into emergent technologies such as blockchain, NFTs and crypto-wallets for tech-stack integration agenda.
- Be involved in the full software development cycle starting from translating requirements into an architected solution, implementation and testing.
- More info: https://www.worldx.co/