

# THONG WENG LOK, MAX

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## SUMMARY AND OBJECTIVE

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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

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**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

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**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

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### **DigiPen Year 3 Game Project – *Rapid Ride Fight***

Game Trailer - [https://www.youtube.com/watch?v=bge3fiypg5U&ab\\_channel=ChuRuiHeng](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 – *ZERO-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**

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#### **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)**

- Metaverse Programmer
- Assisting in development of various projects to kickstart the metaverse
- More info: <https://www.worldx.co/>