



TEE WENJIE

SOFTWARE ENGINEER

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Singaporean

EDUCATION

General Assembly,
Software Engineering Immersive
Nov 2021 - Jun 2021

Digipen Institute of Technology,
B.F.A, Digital Art and Animation
Sep 2013 - Apr 2017

Nanyang Polytechnic,
Diploma in Digital Media Design (Animation)
Jan 2006- Sep 2009

SKILLS

Tools and Technologies:

HTML, CSS, Javascript, Python,
ReactJS, ExpressJS, NodeJS,
JQuery, Django, AJAX, Bootstrap
MaterialUI

Deployment:

Git, Github, Heroku,

Databases:

MongoDB, PostgreSQL

Methodologies:

OOP, MVC, REST, Authentication,
User Stories, Agile, Scrum,
Responsive Design, Wireframing

Digital Content Creation:

3D modeling, 3D animation,
Digital Painting, Compositing,
Photoshop, 3ds Max, Zbrush,
After Effects, Premiere Pro

SUMMARY

Aspiring Software Engineer with 4 years of 3D content creation and integrating digital assets in simulators. I bridge the domains of art and code to ensure the content is delivered with the artist's vision while preserving performance.

SOFTWARE ENGINEERING PROJECTS

WiVolunteer

WiVolunteer is a web application that enables the user to join and organize volunteering events. It aims to improve volunteering events with analysis of feedbacks from participants.

Tech Stack:

ExpressJS, JWT, Mongoose, MomentJS, Nodemailer, ReactJS, MDBReact(Material UI),
React-Router-DOM, ChartJS, Axios

Food Nomad

Food Nomad is an app that advocates the sharing of recipes, lifehacks and excess ingredients among individuals to reduce food waste.

Tech Stack:

ExpressJS, EJS, MongoDB, Mongoose, Bcrypt, Sessions, Multer, Cloudinary, Google Maps API, OneMap API

Missile Command

A browser-based game inspired by the 1980 Atari arcade classic. 6 cities are being bombarded by countless warheads. It is up to you, to defend the cities by shooting them down.

Tech Stack:

HTML, CSS, Javascript, JQuery, Canvas, AJAX

EXPERIENCE

Software Engineering Student | General Assembly

Nov 2020 - Jun 2021

- Building strong foundational knowledge in fullstack web development using modern stacks and frameworks. (MongoDB, Express, React, NodeJs, Django, PostgreSQL)

Terrain Engineer | ST Engineering, Training and Simulations

Nov 2017 - Present

- Led a team of three 3D artists in 2020 to deliver and integrate multiple large-scale 3D terrains
- Created procedural modeling scripts to build and automate processes to scale terrain production from 1km sq to 5km sq.
- Initiate changes in asset workflow such as an asset management system, initiated creation of project repository and custom scripted tools. Reduced average production time by 25%.

3D Generalist | Lights and Shadows Pte Ltd

May 2017 - Aug 2017

- Designed, animated, and lit key sequences which are featured in the studio's highlight reel.
- High-poly cinematic modeler, character/crowd animator, lighting and rendering artist.

3D Modeler | ST Engineering | Internship

Sep 2016 - Feb 2017

- "Letter of Appreciation" awarded for the work and effort recognized by the Company.
- Created automation scripts to increase workflow efficiency and led to a higher asset production rate.
- Independently built and troubleshoot assets for 3D simulation.
- Rigged and provided animation cycles for vehicles and organic assets
- Created game-ready 3D assets for aircraft simulators

INTERESTS

Disruptive Innovations | Fintech | Blockchain | Environment | A.I | Sci-Fi | Video Games