Tai Ye En

Game Technology Student

CONTACT ME

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EDUCATION

Bachelor in Information Technology

Major in Game Technology

2019 - Present
CGPA 3.73
Dean List Award Recipient of every semester

STPM (Physics)

SMK Tasek Utara
2017 - 2018

SKILLS

- HTML, CSS, Javascript
- Game Development
- XR Development
- Unity Engine
- Firebase
- Google Analytics
- Multimedia Design

LANGUAGE

- English
- Mandarin
- Bahasa Melayu

WORK EXPERIENCE

XR Developer   2022 - 2023

Agmo Studio Sdn. Bhd.

- Develop XR applications using Unity Game Engine for mobile devices and VR platforms.
- Brainstorm and propose ideas to client according to the project's concept and venue.
- Design and implement interactive user interfaces and 360° experiences.
- Work with cross-functional teams including artists, designers, and engineers to bring XR projects to life.

Lead   2021 - 2022

Google Developer Student Club (GDSC) UTeM

- Organized tech events while managing events preparation online.
- Gain financial and resource support from university authorities and GDSC ASEAN team.
- Increase student engagement for physical events by 30% during post-Covid period.
- Ensure the best learning experience during event and improve the experience for the next event.

PROJECTS

Sugary Runner

- Increase awareness of over-consumption of Sugar-Sweetened Beverages among Malaysians.
- 3D action runner game
- In beta-testing phase.
- Developed using C#, Unity Engine, Firebase and Google Analytics.

Chuppa Trip

- Increase awareness of basic fish lifecycle.
- Target audience is children aged 5 - 7 years old.
- 2D side scroller game.
- Developed using C++ and SFML.

CERTIFICATIONS

Dean List Award
2019/2020, 2020/2021, 2021/2022

Unity Certified User Professional Certification (Programmer)
2022