

CONTACT

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PROJECTS

Buddy Arena
iOS link [here](#)
Android link [here](#)

D.G Pal Legends
Website link [here](#)

SKILLS

PROGRAMMING LANGUAGES: C, C++, C#, Typescript

SOFTWARE: Unity, Microsoft Visual Studio, Jira, Cocos Creator, Microsoft Azure PlayFab, GraphQL, Git, Godot

LANGUAGE: English (Spoken & Written), Chinese (Spoken)

CERTIFICATIONS

AWS Certified Developer – Associate Apr. 2023 to Apr. 2027
[Credential Link here](#)

AWS Certified Solutions Architect – Associate Dec. 2023 to Dec. 2026
[Credential Link here](#)

SUMMARY

I have more than 4 years of professional game development experience and has shipped several game titles
I am highly adaptable and proactive in learning new technologies
I am a strong team player and can work in both startup and MNC environments.

EMPLOYMENT HISTORY

Affyn Pte Ltd - Aug. 2022 to Current
Game Developer

- Shipped a 2D progression system from **end-to-end** in collaboration with artists and designer
- Implemented spectator mode for private room with Photon
- Designed and developed an in-game shop system with in-app purchases for iOS and Android
- Integration of analytical tools into the game client
- Handled deployment of multiplayer servers with Playfab
- Handled operations on respective stores such as deploying game updates, handling of refunds, etc.
- Developed rapid prototyping of mini games for proof of concepts

Published game: Buddy Arena

Platform: Mobile (Android, iOS)

Tech Stack: Unity, Visual Studio, PlayFab, GraphQL, Amplitude, MongoDB

Main language(s): C#, Typescript, Javascript

Dynamite Games - Jun. 2020 to Jul. 2022
Game Developer

- Worked as a game developer focusing on client-side.
- Developed and shipped several games using Cocos Creator.
- Implemented game analytics to existing live games to help understand player behaviors better.
- Developed a backend combat simulator for **DGP Legends** blockchain game with **C++**
- Coordinated and lead other team members to develop the combat system

Published game: DGP Legends

Platform: HTML5 Browser

Tech stack used: Cocos Creator, Visual Studio

Main language used: C++, Typescript, JSON

Kingmaker Entertainment - Dec. 2019 to Jun. 2020
Game Developer, Front-end (Internship)

- Prototyped several games as proof of concept with Unity
- Developed and shipped multiple HTML games with Cocos Creator

EDUCATION

Digipen Institute of Technology, Singapore 2016 to 2020
Bachelor of Science in Computer Science and Game Design 2020

Ngee Ann Polytechnic 2011 to 2014
Diploma in Electronic and Computer Engineering 2014