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# Yew Jia Zheng

## Software Engineer

An analytical and meticulous game developer with 2+ years of game development experience looking to broaden the expertise into software engineering. Has experience with C++ custom game engine development, C# in Unity, and teaching assistance for C programming, data structures, and mathematics.

### WORK EXPERIENCES

#### 09/2023 – 04/2024 | Battlebrew Productions, Gameplay Programmer

- Added multiple new gameplay features for Cuisineer in Unity Game Engine.
- Coordinated with a team of 6 to deliver the new gameplay features.
- Used C#, Jira, and Perforce P4V in the software development process.
- Completed 100% of the features ahead of schedule.

#### 09/2021 – 12/2021 |

#### 01/2023 – 09/2023 | DigiPen Institute of Technology (SG), Teaching Assistant

- Assisted a Mathematics professor in preparing tutorial solution slides for Linear Algebra and Geometry.
- Teaching assistant for Data Structures for Sophomore students.
- Teaching assistant for C Programming & Linear Algebra and Geometry for Freshman students.

#### 11/2017 – 03/2018 | Housing Development Board, Unity Developer

- Developed a story-based game in Unity to train new staff on ceiling leak inspections and diagnosis.
- Adapted to the technical requirement and proposed a software development tool for the application.

### PROJECTS AND PORTFOLIO

#### - EXTERNAL -

#### 01/2024 | Myna Buffet

- A platformer game made for Global Game Jam 2024 using Godot Engine.
- Did gameplay programming in GDScript.

#### 07/2023 | SmartBot

- A puzzle platformer game made for GMTK Game Jam 2023 using Unity.
- Did gameplay programming in C#, art assets, and level design.

#### 04/2019 – Present | Overwatch Workshop Custom Games

- Made fun custom games for the Overwatch community to enjoy.
- Scripting is done in Overpy, a Python-based scripting library.

#### - SCHOOL -

#### 09/2022 – 04/2023 | Teehee's Revenge

- A game about a space ape trying to escape with its superpowered baby.
- Did 3D game engine development and gameplay programming in C++.

#### 09/2021 – 04/2022 | Candy Crusade

- A game about Brainy rushing to SugarLow Lab while fighting food monsters.
- Did 2D game engine development in C++, led as Technical Lead.
- Wrote a Technical Design Document to ensure coding standards within the team.

#### 01/2021 – 04/2021 | Museum Heist

- A game about a thief trying to escape the museum while solving laser puzzles.
- Led the design direction of the game.
- Developed the laser tech and switch-activation tech in C++.

### ACHIEVEMENTS

#### 2021 | Provost's List

- Top 2% in cohort by GPA in DigiPen Institute of Technology

#### 2016 | Director's List

- Top 10% in cohort by GPA in Temasek Polytechnic

### EDUCATION

#### 2020 - 2024

#### DigiPen Institute of Technology (SG)

- Bachelor's Degree in Interactive Media & Game Development (Computer Science)

#### 2015 – 2018

#### Temasek Polytechnic

- Diploma in Game Design and Development

### SKILLS

- C, C++, C# Programming
- Unity Game Engine
- Game and Level Design
- Image and Video Editing
- Organisation Skills
- Analytical & Problem Solving
- Meticulous

### HOBBIES

- Cycling
- Hiking
- Gaming