

Yew Jia Zheng

Software Engineer

Passionate and results-driven software engineer with a strong foundation in computer science and game development. Demonstrates a diverse portfolio of solo and team-based projects, with hands-on expertise in Unity and Godot engines, alongside proficiency in C, C++, C#, and Python. Adept at coordinating multidisciplinary teams to deliver high-quality game features in fast-paced environments with tight deadlines. Familiar with AWS and Linux, with a strong commitment to continuous learning. Recognised for meticulous attention to detail, analytical problem-solving, and a commitment to excellence. Eager to contribute technical expertise and collaborative spirit to impactful projects.



WORK EXPERIENCES

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

- Added multiple new gameplay features for Cuisineer in Unity.
- 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 | Teaching Assistant

- Assisted a Mathematics professor in preparing solution slides for 11 tutorials for Linear Algebra, completed ahead of schedule.
- Coaching Sophomore students for Data Structures.
- Coaching Freshman students for C Programming, Linear Algebra, and Game Design.

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

- Developed a story-based mobile game in Unity to train new staff on ceiling leak inspections and diagnosis.
- Analysed the technical requirements and existing tools in the market, and proposed Unity as the software development tool for the mobile application.



PROJECT EXPERIENCES

- EXTERNAL PROJECTS -

08/2024 | Urban Expansion

- Individually developed a puzzle game using Godot for GMTK Game Jam 2024.
- Did gameplay scripting in GDScript (Similar to Python), art assets, and game design.
- Completed in 4 days, with an overall ranking of top 2083 out of 7600+ entries on itch.io.

01/2024 | Myna Buffet

- Coordinated with a team of 4 to develop a platformer game using Godot.
- Developed essential features like enemy's movement and Myna's controls in GDScript.
- Completed the game for Global Game Jam 2024 with a tight timeframe of 2 days.

07/2023 | SmartBot

- Individually developed a puzzle-platformer game using Unity for GMTK Game Jam 2023.
- Did gameplay scripting in C#, art assets, and level design.
- Completed in 2 days, with an overall ranking of top 1725 out of 6700+ entries on itch.io.

04/2019 – Present | Overwatch Workshop Custom Games

- Individually developed fun custom games for the Overwatch community to enjoy.
- Scripting is done in Overpy, a Python-based scripting library from VS Code Marketplace.
- Gathered over 300 followers on Discord with works featured by Overwatch streamers.

- SCHOOL PROJECTS -

09/2022 – 04/2023 | Teehee's Revenge

- Coordinated with a team of 10 and finished developing a third-person shooter game.
- Developed a 3D game engine in C++, including essential engine features like Entity Component System, UI System, and Asset Manager.

09/2021 – 04/2022 | Candy Crusade

- Coordinated with a team of 6 and finished developing a dungeon crawler game.
- Developed a 2D game engine in C++ and gameplay scripting in Lua.
- Led as Technical Lead to ensure coding standards within the team.

01/2021 – 04/2021 | Museum Heist

- Coordinated with a team of 4 and finished developing a 2D puzzle-platformer game.
- Developed the laser reflection/refraction tech and switch-activation tech in C++.
- Led as Design Lead to determine the game design direction of the game.



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TECHNICAL SKILLS

- C, C++, C# Programming
- Unity & Godot Game Engines
- Python, Typescript Programming
- SQL Database
- Virtual Reality
- Project Management: Jira, Slack
- Version Control: GitHub, Perforce P4V
- Image Editing: Photoshop
- Video Editing: Davinci Resolve



SOFT SKILLS

- Organisation Skills
- Analytical & Problem Solving
- Team Communication & Collaboration
- Meticulous & Detail Oriented



EDUCATION

2020 – 2024 | Digipen Institute of Technology (Singapore)

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

2015 – 2018 | Temasek Polytechnic

- Diploma in Game Design and Development



CERTIFICATIONS

2024 | Effective Presentation Skills

- Demonstrates proficiency in creating and presenting presentation slides.
- Awarded by: FirstCom Academy

2021 | Provost's List – Top 2% in GPA

- Demonstrates commitment to excellence and results-oriented.
- Awarded by: Digipen Institute of Technology

2016 | Director's List – Top 10% in GPA

- Demonstrates commitment to excellence and results-oriented.
- Awarded by: Temasek Polytechnic