

EDUCATION

University of Southern California

Viterbi School of Engineering

Graduated: May 2021

GPA: 3.82

Bachelor of Science, Computer Science (Games)

Relevant Coursework: Game Prototyping, Internetworking Programming, Character Design, 3D Computer Animation, Advanced Game Projects (Usability), Video Game Programming, Pipelines for Games and Interactives

TECHNICAL SKILLS

Languages: C++, C, C#, Java, HTML, CSS, MySQL

Applications: Unity, Unreal Engine 4, Autodesk Maya, Adobe Illustrator, Photoshop, XD, Figma, Tableau, Jira, Blender, and Microsoft Office Suite

WORK EXPERIENCE

UX/UI Bootcamps Tutor 2U, Inc. (Part-Time)

June 2021 – Present

- Support students enrolled in University Bootcamps across the globe by meeting 1:1 with student/s in Zoom to provide support in user-centric design research, visual Prototyping and wireframing, UI development and web prototyping.

UI/UX Designer RENERGii Asia Singapore (Part-Time)

October 2020 – Present

- Create interactive e-commerce app wireframes and prototypes. Define target audiences' needs and goals. Provide an app flow that suits the business model.

UX Designer C Tech Multimedia Sdn. Bhd. Malaysia (Full-Time)

October 2020 – December 2020

- Created wireframes, prototypes and game flows for arcade games. Worked as a consultant and provided aids to the game designers. Defined players' goals and analyzed players data and research.

Game Designer Intern Tencent Holdings Ltd

April 2020 – May 2020

- Completed a multiplayer networking 2.5D tank game using **Unity 3D** and **Blender**. Mainly focused on network synchronization, physics motion, and fractured breakable object.
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PROJECTS

Dreamland Confectionery Game | UI/UX Lead

January 2021 – Present

- Create personas, game flows, UI mockups, and conduct playtests for a narrative adventure game where you nurture friendships by baking desserts for creatures over an ever-expanding world.
- Software used: **Unity 3D, Adobe XD, Illustrator, Nintendo Switch Dev Kit**

Website: [Confectionery](#)

Urban Tiller Ecommerce Application | UI/UX Designer

October 2020 – Present

- Create user app flows, UI wireframes, and mockups for an e-commerce application where the delivery date is prioritized as its inventory changes every day.
- Software used: **Adobe XD, Illustrator, Figma, Zeplin**

Sweeping the Ruins 2-player Networked Game | Usability Lead, UI/UX Designer

May 2020 – May 2021

- Created personas, game flows and UI wireframes for a 2-player couch action-adventure game where players have to kill all the monsters and protect their village. Conducted playtest sessions and case studies to observe player's behavior.
- Software used: **Unreal Engine 4, Adobe Illustrator, XD**

Website: [Sweeping the Ruins](#)

Fade Away 2-player Game | Game Designer

February 2020 – May 2020

- Created a 2-player asymmetric couch cooperative puzzle adventure game. It supports both keyboard controls and Joy-Con controls, and it features accessibility settings to accommodate players with different experiences.
- Software used: **Unity 3D, Adobe Photoshop, Illustrator**

Website: [Fade Away](#)

Light at the End of the Tunnels VR | Associate Design Engineer

November 2019 – May 2020

- Implemented a VR horror game developed for Oculus Rift where player can discover a tunnel maze full of monster. Mainly focused on track building, braking system, and tunnel design.
- Software used: **Unity VR, Autodesk Maya**

Book Website Front-end & Back-end

October 2019

- Created a book search website in HTML and JavaScript using Google Books API. Kept track, authenticated as well as retrieved user set preference using Google Cloud SQL.
 - Languages used: **HTML, CSS, JavaScript, Java, Google Books API, Google Cloud SQL**
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ADDITIONAL INFORMATION

Languages: English (Fluent), Mandarin (Native), Malay (Fluent), Cantonese (Intermediate)