YEO YING ZHI

Singapore

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EMPLOYMENT

Part-Time Programmer	AIMS Production (SG) Pte Ltd	Feb 2018 – May 2018

Cyber awareness mobile app for Cyber Security Agency of Singapore.
- Implemented networking for authentication across multiple devices and csv export.

Part-Time Programmer	Cerebral Pte Ltd	Aug 2017 – Jan 2018

Endless Platformer – iOS game for Standard Chartered Bank Singapore
- Programmed various powerups (e.g. boost that destroys fixtures, in-game particle effects and juice visuals).
- Developed miniature content management system, leaderboard and messaging system.

Technical Artist, Intern	Innervative	Mar 2016 – Jul 2016

Arctopia: Path to Monopoly – Educational business management game.
- Created editor tools to streamline integration of assets and level editing.
- Added game polishing and juice particle/visual effects (UI animations, card shimmering and border FX, steam, water glitter, shadows) to improve game aesthetics and visual feedback.
- Mobile optimization and canvas scaler to automate UI scaling, supporting different mobile resolutions.

Technical Assistant, Intern	Lucasfilm Animation Singapore	Nov 2012 – Feb 2013

Pacific Rim, Star Trek: Into Darkness
- Provided support to software development and productions team.

SELECTED PROJECTS

Singapore Christmas Project	2018

- Modelled modular, optimized PBR assets in Maya for mobile and AR.
- Implemented script to dynamically load baked lightmaps and reflections in real-time with minimal overhead.
- Scene optimization (static and dynamic batching, GPU instancing).

Voice of the Morning Star – VR Game for HTC Vive	Feb 2018 – May 2018

- Created automation tool converting imported meshes into particle representations in Unity.
- Optimized game to get playable frame rates for VR to display millions of particles.
- Designed and modelled 3D assets for world building and immersive story telling.

Enchanted Heroes – Incremental web game with over 980,000 plays	2016

- Character and story design for 3 unique game classes (warrior, mage, thief), and game balancing.
- Designed and drew 300+ UI icons, 12 skill animations, 120 monsters and bosses across 10 unique biomes.
- Programmed features: Combat, achievements, equipment upgrades, skills, ascension system, shop.
- Optimized game and RAM use for web by smart atlasing sprites and using dynamically loaded assets.

OldStory – MapleStory Flash Simulator	Jan 2015 – Aug 2015

- Designed rebirth system that unlocks secret features regularly (with combat, skills, maps, equipment, pets).

Introvert – Story-driven platformer	2013 – 2015

- Integrated various features for a more immersive story puzzle (multi-character controls, elevators, night lights, particles, basic AI, growing characters, teleportation).

Developed various games as a programmer and artist cum animator.

EDUCATION

Singapore	Nanyang Technological University	Aug 2016 – Aug 2020 (Expected)

Bachelor of Fine Arts in Digital Animation

SOFTWARE

Proficient: Maya, Unity, Photoshop, Paint, C#, ActionScript 3.0, FlashDevelop, Github Desktop **Comfortable**: SketchUp, Java, Illustrator, Premiere Pro, SourceTree **Prior Experience:** Houdini, Unreal, Flash, Python, C++