Chiok Wei Wen Gabriel

Game Design & Development Undergraduate

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Aspiring Game Programmer

Dedicated and proactive game development student with hands-on experience in crafting games for Android and PC using Unity. Experienced with C/C++ and C# programming. Recognized for strong teamwork capabilities and communication skills with different team members. Demonstrated leadership qualities in leading and managing game projects. Committed to continuous learning and creating great game experiences for players.

Skills

Languages: English(Native)
Programming Languages: C/C++, C#
API: Mono, RTTR, RapidJSON, Newtonsoft.JSON
Game Engines: Unity, Cocos Creator
Soft Skills: Teamwork, Leadership, Proactive, Committed

Work Experience

Dynamite Games | Frontend Game Developer Intern   **Sep 2024 - Present**
- Supported localization efforts, successfully adapting existing game projects for multiple languages, enhancing accessibility and global reach.
- Identified and resolved game bugs, improving game performance and user experience.
- Contributed to the frontend development of an ongoing game project using Cocos Creator by implementing features that improved user experience and gameplay mechanics.

DigiPen Institute of Technology Singapore | Teaching Assistant   **Sep 2022 - Apr 2023**
Provided one-on-one guidance to over 50 students in C/C++ programming and game implementation techniques, improving their technical understanding and project outcomes.

gumi Asia | Quality Assurance Intern   **Nov 2018 - Feb 2019**
- Conducted rigorous testing of new characters, levels, quests, events, storylines, and the gacha system across updates from Version 3.31 to Version 3.43 for *Final Fantasy Brave Exvius*.
- Appointed as Head Intern, overseeing administrative responsibilities and acting as the primary representative for all interns from Temasek Polytechnic, fostering communication between the interns and management.

Education

DigiPen Institute of Technology Singapore   **Sep 2021 - Present**
Bachelor of Science in Computer Science in Interactive Media and Game Development
- Provost's List AY 2022/2023

Temasek Polytechnic   **Apr 2016 - Apr 2019**
Diploma with Merit in Game Design & Development
- Completed the Diploma Plus Program with a certificate in Innovation and Entrepreneurship
- Director's List AY 2016/2017

Projects

Skew   **Sep 2023 - Apr 2024**
- Led the project as Producer, managing a team of 15 developers to ensure timely progress and successful delivery of a 3D custom engine and hack-and-slash game.
- Contributed to engine development by integrating C# scripting and JSON serialization, enabling seamless data handling and improved functionality.
- Focused on cutscene implementation, dialogue systems, and level flow, ensuring cohesive storytelling and smooth player progression.

Haru - A Tale of Remembrance   **Sep 2022 - Apr 2023**
- Collaborated with a team of 8 to develop a 2D custom game engine and a narrative-driven puzzle game, focusing on both technical and creative aspects of development.
- Implemented key engine functionalities, integrating C# scripting and JSON serialization to support dynamic data management and interactive gameplay features.
- Designed and programmed cutscene systems, dialogue mechanics, and level flow, creating an immersive narrative experience and seamless gameplay transitions.

Blast Off Far Away   **Jan 2022 - Apr 2022**
- Collaborated with a team of 5 to create a 2D arcade game using a school provided framework, which was successfully released on Steam and Itch.io.
- Designed and implemented the enemy AI, level systems, and procedural generation mechanics, achieving a polished and engaging final product.

Awards

- Winner, **Temasek Polytechnic Game Jam 2018**
- Recipient, **Edusave Certificate of Academic Achievement (2017–2019)**
- Second Runner-Up, **Innolympics 2021**