



# Chua Teck Lee

Software Engineer | Game Industry Enthusiast

## SKILLS & ABILITIES

### Programming

- Architected 2 C++ game engines in a multidisciplinary yearlong project during university, making critical infrastructural decisions to ensure scalability and modularity between 8 programmers.
- Devised a program using python, TkInter and SQLite database that easily stitched icons side by side, automating and accelerating fighting games content creators' tens of hours from doing it manually.
- Programmed indie game project on Unity C# with play store and firebase. It was showcased in Taipei Game Show early 2019
- Developed Virtual Reality Experience using Unreal Engine 4 with custom motion captured characters compatible with HTC VIVE and Oculus Rift during Final Year Project 2017

### Leadership

- Spearheaded 11 multidisciplinary students in a yearlong game development project
- Trained 40 performers for a non-profit event with over 50,000 attendances over 2 days
- Directed a team of 10 multinational students in a 2 month long overseas mixed reality project

## CONTACT ME

- 📍 Singapore
- ✉ c.tecklee@outlook.com
- 🌐 <https://github.com/spironan>
- 🌐 @chuatecklee
- 📞 +65 8338 0760

## OBJECTIVE

Fresh graduate eager in building automation software, tools and games for the enjoyment and happiness of others.

## AWARDS

### International Game Concept Challenge (IGCC)

Japan 2017

- Awarded "Industry choice" by Japanese Games Developer and Publisher Nihon Ichi Software (NIS)
- Developed an "Artificial Intelligence" themed game prototype
- 2 weeks long game jam with international students

## EXTRA

- Project Management
- Version Control Systems
- C, C++, C# Programming
- Agile Methodologies
- Photo Editing Software
- Dev-ops Continuous Integration
- Chinese (Limited Working Proficiency)

## EDUCATION

Bachelor of science in Real Time Interactive Simulation 2020 - 2024

### Digipen Institute of Technology

- GPA 4.64
- SIT Scholarship holder

Diploma in Game Design and Technology 2015 - 2018

### Nanyang Polytechnic

- GPA 3.79/4.0
- Awarded Directors list in final 3 semesters
- NYP Hands Scholarship

## EXPERIENCE

Guest Lecturer and Technical Assistant 2021 - 2022

### Digipen Institute of Technology

- Conducted 3 lectures on Production, Physics and Scene Management to 150 sophomore students

Head of Publicity 2020-2021

### Digipen Student Management Committee

- Promoted and hosted gaming event to 400 students and alumni through social media and posters

Tournament Organizer 2019-2020

### Tekken Community Singapore

- Organized 4 community gaming tournaments with over 50 competitors and sponsored prizes

Combat Engineer Specialist Trainer 2018-2020

### Singapore Armed Forces (Army)

- Prepared logistics, training program and trained 3 batches of specialist cadets