

Nigel Low Wei Yang

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EDUCATION

2010 to present **DigiPen Institute of Technology Singapore**
Bachelor of Science in Computer Science in Real-Time Interactive Simulation
Expected date of completion :April 28st 2013

2005 to 2008 **Nanyang Polytechnic**
Diploma in Digital Entertainment Technology with Merit

PROJECT EXPERIENCE

Jan 12 to Sep 12 **Flux**
Larger team of 8 developers, 3D puzzle game using magnetic forces to propel player.
Worked on DirectX Framework, UI, Level editor, Debug tools and managed play-test sessions.

May 11 to Dec 11 **HotChick**
Small team of 3 developers, continuation of the popular console game with same name.
Worked on DirectX Framework, Graphics, Content pipeline, Level editor, Debug tools and managed play-test sessions.

Jan 11 to Apr 11 **HotChick**
Small team of 3 developers, 2D Platforming game using explosive force to get to higher ground and to attack
Worked on Windows console Framework, Graphics, Level editor, Debug tools.

Sep 10 to Dec 10 **The Ward**
2D platforming game about manipulating gravity.
Worked on physics, level design, audio.

WORK EXPERIENCE

Sep 08 to Sep 10 **National Service, Website programmer for National Day Parade 2009 and 2010**
Worked with and communicated effectively to engineers and designers (internal employees and external subcontractors)
Attachment to civilian company to apply effective programming skills during service.
Self-taught Html, Javascript, Php, MySQL and Apache despite a games development background.

March 08 to Jun 08 **Nanyang Polytechnic, MEDGE project**
A team of 4 developers using SCRUM and scrum master to manage, to make game engine for Music Emotion research.
Worked on Maths Framework, Physics, Content pipeline.

SKILLS

Languages C/C++, Java, Flash AS3, C#, Html4/PHP/MySQL

API and libraries DirectX 9.0, OpenGL, TinyXML, Fmod, Android

Software Visual Studio 2010, Eclipse, Autodesk 3DS Max, Photoshop, GIMP, UDK