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in kevin-heng-b181011a6

SKILLS SUMMARY

- C++
- C
- C#
- Python
- Javascript
- Unreal Engine 4
- Unity 3D
- Machine Learning
- App Development

AWARDS RECEIVED

- Fishie Protecc - Finalist for Best Freshman Game, Gumi Asia (2019)
- Mind Over Matter - Winner for Best 2D Visual Design, Digipen (2020)
- Mind Over Matter - Finalist for Best Sophomore Game, Digipen (2020)
- Mind Over Matter - Finalist for Best User Interface, Digipen (2020)
- Mind Over Matter - Finalist for Best 2D Graphic Technology, Digipen (2020)
- Deans List - Digipen (2018-2019)

KEVIN HENG

GAMEPLAY PROGRAMMER

PERSONAL PROFILE

I am a computer science and game design undergraduate with specialised knowledge of Game Engine Architecture who has a keen passion in developing applications that move hearts and minds.

WORK EXPERIENCE

Junior Gameplay Programmer
Ubisoft | May 2022 - Current

- Worked on Skull and Bones on the Progression and Economy team
- Owned and managed the Infamy (experience points) feature
- Created debug tools for developers to easily manage obfuscated behind the scenes data
- Took on many UI and automated testing related bugs and tasks

Engineering Intern
Mighty Bear Games | May 2021 - Nov 2021

- Worked on Disney Melee Mania on the Engineering team
- Wrote automated testing scripts for game features
- Supporting the team with troubleshooting and bug-fixing
- Worked closely with UI artist to integrate UI elements into the game
- Implemented features and improvements for the game

EDUCATIONAL HISTORY

Digipen Institute of Technology, Singapore
Bachelor of Science in Computer Science and Game Design | Aug 2018 - Present | GPA : 3.5/4.0

- Studied an indepth course in C, C++, game design and various programming principles.
- Worked on and produced various games built from the ground up with fellow students using our own custom game engine.
- Received multiple awards and nominations for our 2D Puzzle Platformer Mind Over Matter, which was reviewed by Alpha Beta Gamer ("Mind Over Matter really impresses with its excellent pixel art animation, quirky sense of humor and a fun body-morphing concept")