YEO YING ZHI

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EXPERIENCE

Indie Game Developer   **2022**
- Execution and release of my own game, Havendock, a 3D resource management colony sim game
- Designed game mechanics and core gameplay loop
- Built my own community on Discord, did outreach, and iterated based on feedback
- Engaged directly with players and worked with publishers and platforms for game growth
- Programmed all gameplay features: Base-building, NPC/world interactions, Tech tree, NPC behaviors, etc

Lead Game Developer   **Sponsee**   **Jan 2022 – Present**
- Coordinated project, led execution and soft release of a multiplayer PvP game
- Worked on multiplayer networking and matchmaking with PlayFab and Mirror, 3D environment integration

Interactive Developer   **CraveFX**   **Jan 2021 – Dec 2021**
- Created interactive website and built-in drawing app for Children's Cancer Foundation
- Created cross-platform interactive site for players to design and share 3D Christmas Snowglobes

Lead Games R&D + 3D Artist   **Sproud Pte Ltd**   **Aug 2020 – Dec 2020**
Sole-developer of 3D Game for Web, Android and iOS for Mid-autumn festival
- Did all programming, game concept & design, art & animation, cinematic trailer, web & mobile optimization
- Used real-time rendering to deliver educational 3D animation and storytelling content & website creation

Part-Time Technical Director   **Kyukyumber Inc**   **2019 – 2020**
Spearheaded cinematic game trailer productions for a high-profile franchise
- Sequenced and produced short real-time rendered cinematic game trailers and custom tool scripting

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 & app programming

Part-Time Programmer   **Cerebral Pte Ltd**   **Aug 2017 – Jan 2018**
Endless Platformer – iOS game for Standard Chartered Bank Singapore
- Developed mini content management system, leaderboard, and messaging system & game programming

Technical Artist, Intern   **Innervative**   **Mar 2016 – Jul 2016**
Arctopia: Path to Monopoly – 2D Educational business management game
- Created editor tools to streamline integration of assets and level editing
- Game polishing and juice (UI animations, card shimmer and border FX, water glitter, shadows, juice FX)
- 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

Unlikely Heroes – 3D Tower Defense, Resource Management Game   **2020**
- Programmed all gameplay features: Resource collection, Tower Defense, Idle System, Skills, Abilities
- Handled technical art/rendering: Water, Fog, Lighting, Particle Effects, Shaders and VFX

Voyager Cinematic   **2020**
- Sequenced and produced a short real-time rendered science-fiction film with Cinemachine & Timeline

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 1,000,000 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

Introvert – Story-driven platformer   **2013 – 2015**
- Programmed features for more immersive story puzzles (multi-character control, lighting, particles, AI, etc)

Developed various games as a programmer and artist cum animator.

EDUCATION

Singapore   **Nanyang Technological University**   **Aug 2016 – Aug 2020**

Bachelor of Fine Arts in Digital Animation with Honours (Distinction), AY19/20 Dean's List

SOFTWARE

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