

Vu Jin Fa Nevin

Game Programmer

A full-time student seeking to use my skills and knowledge on a Game Programming position in the Gaming Industry.

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Education

[Bachelor of Computer Science] [28th July 2014 — 10th July 2017]
[Major in System Development]
[Monash University, Melbourne]

[Diploma in Game Design] [2009— 2012]
[Republic Polytechnic, Singapore]

Work Experience

[National Service] [6th Jun 2012 — 5th Jun 2014]
[Singapore Armed Forces, Singapore]
Being a problem solver
Good team player
Communicating between superiors and colleague

[Industrial Immersion Program] [5th Sep 2011 — 23th Feb 2012]
[Panasonic Avionics, Singapore]
Lead programming for the project.
Good time management planning.
Great willingness to acquire new knowledge and skills

[Sales Assistant] [4th Jan 2010 – 29th Feb 2011]
[Royal Sporting House, Singapore]
Promoting merchandises.
Display communication skills
Good Team player.

Achievement

[Book Reviewer, 2015] — [Packt Publishing Limited.]
“Building FPS Game With Unity” by John P. Doran

[Orientation, Semester 2, 2015] — [Monash University, Melbourne]
Helper and leader guide for orientation program for Faculty of IT

[Global Game Jam 2011] — [Singapore]
Created a game within 48 hours with a given theme.

[STArt Camp 2010] — [Republic Polytechnic, Singapore]
Student leader for camp for the Year 1

Language

English
Mandarin

Skills

Programming

Java
Python
JavaScript
C#
C

Game Engine

Game Maker,
Unity 3D

3D Software

Autodesk Maya

2D Software

Photoshop

Productivity

Words
PowerPoint
Excel