Tai Ye En

Junior Game & XR Developer

Hi I am Ye En, a passionate entertainment developer in Malaysia. I dedicate my extra time to game and application development. I am always passionate in bringing joy to my users and improving people's lives through my work.

I am always looking for opportunities to grow my skills within the game industry. So don't hesitate to reach out to me!

Contact

- yeenxdd@gmail.com
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- https://yeenxdd.github.io/
- Kuala Lumpur, Malaysia

Education

2019 - 2023
B. IT (Game Technology) with Honours
Universiti Teknikal Malaysia Melaka (UTeM)
CGPA 3.73

Skills

- Game Development (Unity & Unreal)
- XR Development
- Game Design
- Web Development
- Firebase
- CI/CD

Personality

Curious, Dedicated, Systematic

Language

English, Mandarin, Bahasa Melayu

Hobby

Playing Games, Cooking, Photography

Experience

2022 - Present
Agmo Studio Sdn. Bhd. l Selangor, Malaysia
Undisclosed AR Entertainment Experience Mobile Application

- Develop AR applications using Unity Game Engine and AR Frameworks for mobile devices.
- Brainstorm and propose attractive ideas to client according to the project's goal.
- Design and implement interactive user interfaces and 360° experiences.
- Work with cross-functional teams including artists, designers, and mobile team to bring XR projects to life.
- Conduct user testing and implement feedback from client to continuously improve the XR experience.

Undisclosed VR Environmental Game

- Collaborate with the creative team to conceptualize immersive VR environmental games that convey meaningful environmental messages and engage players.
- Lead the design and development process of VR games from inception to completion, ensuring that the environmental theme is integrated seamlessly into gameplay.
- Craft compelling narratives and storylines that educate players about environmental issues while maintaining engaging gameplay.
- Implement game mechanics and interactions within VR environments using appropriate programming languages Unity and VR development tools.
- Conduct rigorous testing and debugging to identify and resolve issues related to gameplay, graphics, and VR hardware compatibility.
- Research on environmental element and challenges related to the selected theme.

2021 - 2022
Google Developer Student Club (GDSC) UTeM | Melaka
Lead

- Organized tech events while managing events preparation online.
- Gain financial and resource support from university authorities and GDSC ASEAN team.
- Increase student engagement for physical events by 30% during post-Covid period.
- Ensure the best learning experience during event and improve the experience for the next event.
- Collaborate with various GDSC to organise national technical events

References

Ching Cheng Kang
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Pixalink
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Agmo Studio Sdn. Bhd.
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