

Elton Teo Zhe Wei

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Adept software developer in Android/iOS development, experienced with several cross-platform development tools, including React Native (JavaScript) and Xamarin (C#). An avid game programmer adept in C/C++, with experience in Unity, Unreal Engine and development of custom game engines. Able to effectively self-manage during independent projects and collaborate in a team setting. I am a fast learner and can quickly adapt to fit any workflow.

Skills

Programming Languages

C/C++, Python, C#, JavaScript, Kotlin, Java

Tools and Libraries

ReactJS, ReactNative, Xamarin, Unity, Unreal Engine, Visual Studio

Soft Skills

Team-Player, Self-Driven Learner, comfortable in SCRUM environment, Excellent Communicator

Work Experience

TinyMOS, Singapore

Technical Intern

Mar 2019 – Oct 2019

- Implemented features for their star-map application, Nano1Companion, using Xamarin C#
- Aided in the conversion of an open-source project, star-droid from Java to C# for integration into the camera's companion application
- Implemented the live feed and wireless control features for the camera's companion application
- Managed the assembly, QA, packing, and shipping of their product, the Nano1

Infinity Blockchain Labs, Ho Chi Minh City, Vietnam

Technical Intern

Sep 2018 – Feb 2019

- Maintained and created features for their crypto wallet application, Infinito Wallet using React Native JS
- Implemented the features and UI/UX design for a promotional page held on the application
- Wrote clean code to eliminate bugs in the software for the next production update
- Designed and created solutions to help the QA team improve their testing capabilities (Implemented an ID system to uniquely identify different objects in the application for Automation Testing)
- Maintained and updated the documentation of their whole application to help new employees understand the entire structure of the application
- Did automation testing of their whole application to test my implemented ID system

Education

SIT-DigiPen Institute of Technology, Singapore

Bachelor (Hons) of Science in Interactive Media and Game Development

Sep 2021 – Present

- **Value Added Programme:** Maths Quest 2021, Physics Quest 2021
- **Relevant Modules:** High-Level Programming (C/C++), Software Engineering projects, Calculus, Analytic Geometry, AI for Games, Level Design, Mobile and Cloud Computing

Ngee Ann Polytechnic, Singapore

Diploma in Information Technology - Mobile Business Applications

Apr 2016 – Mar 2019

- **Award:** Student Excellence Award, 2019 - Full Colours Award (Fencing)
- **Award:** Edusave Good Progress Award 2019
- **Relevant Modules:** Object-Oriented Programming (Python, C#), User Experience, Web Development