

Jason Png Ding Jie

Programmer with over eight years of experience in game and software development. Contributed to a diverse portfolio, including software applications, mobile and browser-based MMO games, mobile AR game, mobile fish table and slot games, and multiple student projects. Gained exposure to Taiwan's game industry and culture during a one-year overseas stint. Highly adaptable and eager to learn, with a passion for exploring new technologies and sharing creative ideas. Detail-oriented and capable of working independently while excelling in collaborative team environments. Leverages past experience in both professional and student projects to provide valuable design inputs.

(+65) 96522385 

jpdj89@gmail.com 

<https://www.linkedin.com/in/jasonpng> 

Blk 889A Tampines St. 81 #11-1044 

Singapore 521889

<https://jasonpng.wixsite.com/portfolio> 

Work Experience

Gamelogic Pte Ltd, Singapore

Senior Game Programmer

Jun 2022 – Aug 2023

Game Programmer

Aug 2021 – Jun 2022

Technical skills applied: C#, Java, SQL, ActionScript, PHP, Unity3D, Visual Studio 19/Code

Achievements:

- **Developed features** across two different project teams, collaborating closely with programmers, designers, and QA. **Quickly adapted** to new team environments and workflows when transitioning between projects.
- **Developed client and server-side features for various games**, including a browser-based MMO space shooter, fish table games, and slot games. Maintained recurring **live feature updates** and **resolving legacy bugs**.
- Responsible for **patch deployments**, ensuring all features and build are thoroughly tested before release. **Monitor system performance, troubleshoot crashes, and resolve stability issues post-deployment**.
- **Optimized existing game systems** and successfully **migrated game features** from Web to Flash game client.

ST Engineering Training & Simulation Systems Pte Ltd, Singapore

Engineer

Apr 2019 – Aug 2021

Technical skills applied: C#, SQL, HTML, JSON, Unity3D, Visual Studio 17/19, ZeroMQ, VMware

Achievements:

- **Collaborated with multiple teams** over two years to **deliver key project milestones, integrating multiple software modules** across frontend and backend systems.
- **Engage with users and customers to gather software requirements**, manage expectations for feature requests, and presented features during project milestones.
- **Design and implemented user-centric UI features** aligned with software requirements, and **developed backend solutions**, including SQL database integration and virtual machine control via VMware API.
- **Design and implemented a database API application** to facilitate seamless communication between the project's various software modules and data management.
- **Create software design documentation** for all implemented software features. Create and execute test cases for software modules included in project milestones.

Zealot Digital Pte Ltd, Singapore

Game Programmer

May 2015 – Jan 2019

Technical skills applied: C#, SQL, Unity3D, Visual Studio 13/15/17, Android/IOS

Achievements:

- **Developed features** for **four mobile game** titles (two released MMORPGs, a released AR/location-based game, and an unreleased MMORPG)
- **Developed** and **enhanced various game features**, including login/authentication/account binding, social features like chat and friends system, gameplay features like guild system, dungeons and tutorial instances, inventory and item management, NPC spawning, event triggers, game loading and daily quests mechanics.
- **Developed** and **maintained game features** on **both client and server-side**, managed game data using SQL database, **efficiently identified** and **resolved** development bugs.
- **Collaborated closely with game designers** from Taiwan to communicate technical constraints, provide clear guidance on implementation feasibility, and propose viable workarounds that achieved positive results.

DigiPen Institute of Technology, Singapore

Grader

Jun 2014 – Dec 2014

- Grading assignments and quizzes for CS Module CS180 (Operating Systems I)

Atomic Gaming Innovations Pte Ltd, Singapore

Programmer (Intern)

Jan 2009 – Jun 2009

Technical skills applied: C/C++, SQL, Windows Forms, Visual Studio 2008

Achievements:

- Contributed to the development of the company's digital signage software by **enhancing the UI, implementing improvements, and resolving bugs.**
- **Optimized** the digital signage software by reducing code bloat and ensuring seamless daily operations for the company's LAN gaming center.

Education

Bachelor of Science in Computer Science in Real-Time Interactive Simulation

DigiPen Institute of Technology, Singapore

Sep 2011 – Dec 2014

- Minor in Mathematics

SIT Overseas Immersion Programme

3 Months

DigiPen Institute of Technology, Redmond, WA

Diploma in Digital Entertainment Technology

Apr 2006 – Mar 2009

Nanyang Polytechnic, Singapore

Technical Skills

Game Engine/Editors: Unity3D (8 years), Unreal Engine, Custom Engine, ProjectFUN (DigiPen)

Programming Languages: C# (8 years), SQL (8 years), C/C++ (4 years), Java (2 years), ActionScript (2 years), PHP (1 year), LUA (1 year), Assembly (3 months), HTML, JavaScript, Python, Objective C, Squirrel

Library/APIs: JSON (6 years), C++ STL (4 years), DirectX (2 years), OpenGL (2 years), XML (2 years), ZeroMQ (1 year), Sproto (1 year), TCP/UDP (1 year), WxWidgets (1 year), AntTweakBar (1 year), VMware (6 months), Windows Forms (6 months), NDS Programming (3 months), CUDA (3 months), FMOD (3 months)

Tools/IDE: Visual Studio, Git, SVN, Mercurial, Docker, Maven, Notepad++, IntelliJ IDEA, MonoDevelop, Code Warrior, Jira, Confluence, Redmine, Trello, Doxygen

Other software: Photoshop, Maya, Microsoft Word/Excel

Math/Physics: Linear Algebra, Calculus, Curves/Splines, Probability, AABB, OBB, SAT, k-DOP, Collision Detection/Resolution

AI: Finite State Machines, Pathfinding, Steering Behaviors

Other Related Skills:

- Algorithm Analysis
- Computer Graphics
- Data Structures
- Software Engineering
- Computer Image Processing

Languages: Speaks fluently and able to read/write in **English** and **Chinese**