TAN PINK HERR

Game Programmer

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in https://www.linkedin.com/in/tph5630

SUMMARY

Motivated game programmer with hands-on experience in both Unity and Unreal Engine. Always try to learn and apply new skills throughout the projects involved. Looking for an internship to fulfill graduation requirements.

PROJECTS

Workshop of Wishes

University Group Project   Jan 2025 – Sep 2025

- Developed using Unreal Engine 5.5 and mainly coded in C++.
- Implemented all gameplay mechanics of the game.
- Assisted artists with shader-related implementations.
- Implemented custom tools with ProjectEditor module.

EDUCATION

Bachelor of Game Development (Honours)

University of Wollongong Malaysia   Jan 2023 - present

Foundation Studies

University of Wollongong Malaysia   Jan 2022 - Dec 2022

LANGUAGES

Chinese------- Native

English ------- Proficient

Malay ---------- Proficient

SKILLS

Game Engines:

- Unity
- Unreal Engine

Programming Languages:

- C++
- C#

Advanced Mathematics:

- Proficient in Vector Math.
- Successfully used mathematical principles to construct 3D meshes to "unwrap" and rebuild them with papers.

INTERESTS

- Video Gaming
- Logic Puzzles Solving
- Paper Crafting