

Joel Quey Rui Quan

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## Skills

- C#
- C++
- UE4 Blueprint

## Softwares

- Unity
- UE4

## Experience

Jun 2018 to Oct 2019 - Kaijuden | Game Programmer

- Scripted and prototyped tower building system and tower combat system for VR tower defense game in Unity
- Scripted and prototyped item ability system for VR rhythm game in Unity
- Scripted combat system with status effects for HacknSlash game in UE4 with C++

## Education

2013 – 2016 – Singapore Polytechnic – Diploma in Game Design & Development

2010 – 2012 – Institute of Technical Education College West – Multimedia Course