

Justin Yong

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Education

Carnegie Mellon University, Entertainment Technology Center, Pittsburgh PA Aug 13 – Dec 14
Masters of Entertainment Technology

National University of Singapore Aug 10 – May 13
Bachelor of Computing (Computer Science)

- Honors degree with a focus in Interactive Media

Skills

Programming Languages: C++, C#, Objective-C, ActionScript, Javascript

Software Expertise: Visual Studio 2008, XCode, Unity, Blender, Photoshop CS6, Audition, Cockos Reaper, Premier Pro

Languages: Written and spoken English, spoken Chinese

Experience

Electronic Arts Tiburon, Orlando FL Aug 14 – Dec 14
Assistant Design Intern (Madden Online Team)

- Redesigned matchmaking system and designed new online features for Madden 16
- Assisted UI Team as a Software Engineer to implement new UI features and restructure code base

Freelance iOS App Developer, Singapore Jan 09 – Dec 11
Commercial Projects

- Designed and programmed app for online shopping site Reebonz
- Designed and programmed eight interactive children's storybooks for Singapore Press Holdings

Personal Projects

- Designed and programmed illuCoin, an entertainment magic trick app
- Designed and programmed naviNUS, a navigation app for National University of Singapore
- Designed and programmed TotoPal, an app to aid users in tallying lottery numbers

Redeye Studios, Singapore Oct 07 – Jan 08
Gameplay Programmer (Internship)

- Designed and programmed three mobile Flash games for Nokia and ESPN

Game Projects

Mr. Mono (Global Game Jam, Pittsburgh) 2014
A 2D puzzle platformer based on color filters to hide platforms of the same color

- Gameplay programmer and game designer
- Programmed UI and core color filter mechanic
- Designed and programmed both puzzle levels

Two-Headed Ogre (Carnegie Mellon University: Building Virtual Worlds) 2013
A cooperative game where 2 players play as an ogre with 2 heads, using the Oculus Rift and PlayStation Move

- Gameplay programmer and game designer
- Programmed vision impairment mechanic
- Programmed cooperative movement mechanic, all world events, environment, game audio
- Two-Headed Ogre featured in BVW Festival 2013

Virtual Ward (Nanyang Polytechnic, Singapore: Final Year Project) 2008
Educational game developed to teach trainee nurses

- Project lead of a team with 3 programmers and 3 graphic artists
- Gameplay programmer and game designer
- Programmed 4 of 7 mini-games, AI interactions, chat system, in-game GUI, menu system

Awards / Achievements

Singapore's Successful IT Developers Award 2009

- Awarded for the iOS application illuCoin, an entertainment magic trick app

The Crowbar Awards 2008
Finalist (Games Category)

- Awarded for the title Virtual Ward, an educational game to help train budding nurses in Nanyang Polytechnic, Singapore