CHRISTOPHER ANDY WEIDYA

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SUMMARY

Currently a student in Carnegie Mellon University, taking on the Masters of Entertainment Technology programme. Able to take on flexible roles as a programmer, designer or 3D modeler. Avid gamer and consumer of creative productions. Passionate in creating enjoyable content and tools for the community and the entertainment industry.

EDUCATION

Raffles Institution (2004-2007, Singapore)

Raffles Institution Junior College
(2008-2009, Singapore)
'A' Levels, PCME GP PW (AAAA B A)

National University of Singapore (2012-2016)
Bachelor of Computing (Honours), CAP: 4.31/5.0

Carnegie Mellon University (Current)
Masters of Entertainment Technology

Awards

Kwan Im Thong Hood Cho Temple Scholarship
(2012 - 2014)

National Infocomm Scholarship (2015 - current)

SKILLS

Programming
Java, C++, C, C#, Python, HTML, CSS, Javascript, PHP, MySQL

Software
Photoshop, Illustrator, Premiere Pro, InDesign, Unity
Maya (modelling, rigging, animation), ZBrush

EXPERIENCE

Final Year Project (2015-2016)
Collaborated with Dr. Anand Bhojan on a novel form of Adaptive Procedural Content Generation in games, relying on player type analysis. Tested the algorithm on the open-source game, OpenClonk, and conducted playtests with over 50 participants.

Design Intern at Asiasoft Singapore (2011)
Worked with the design team at Asiasoft Singapore. Designed many creative publications such as banners, posters and websites for game publicity purposes. These games include MapleStory, AIKA online, Alliance of Valiant Arms and more.

Sofware Engineering Intern at Gametize (2014)
Worked in the technical team of a gamification solutions startup company in Singapore. Took over and completed the development of a new engine that runs the gamification platform in the company.

Head of Raffles Hall Design Team (2013)
Directed over 20 members amongst creative projects for the university hall, including posters, T-shirt designs, websites and wall painting.

Head of Raffles Hall Musical Production Design (2013)
Responsible for every creative asset and publication needed by the production, including website and print designs of various forms.

Computing Club Publicity Vice-head (2012)
In charge of publicity projects for the School of Computing's Computing Club in National University of Singapore. Assisted the club in events' publicity, creative productions and student activities.