



Kenneth Tjie

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 kentjie.github.io

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 KenTjie

Work Experience

Gameplay Programmer Intern London, ON
Digital Extremes Sep 2020 - Dec 2020

- Worked independently and effectively from home to complete various tasks for Warframe throughout the term under lockdown conditions due to the global pandemic
- Developed several new gameplay features in Lua and C++ including two new decorative items, four new daily/weekly challenges, and two new gameplay enhancement items.
- Tackled 15 bugs, issues, and quality of life changes to provide players with a better and smoother gameplay experience
- Took initiative and browsed the Warframe Bug Forums between tasks and helped fix a few critical gameplay and UI issues

Intern Game Developer Toronto, ON
ZeMind Game Studios Jan 2020 - Apr 2020

- Designed and implemented new obstacle concepts for unreleased physics-based mobile game using cocos2d-x (C++)
- Created, tested, refined, and released the Tinge Cringe game to mobile platforms in a team with two other interns over one week using Flutter
- Worked on several client projects including an Oculus VR educational game experience in Unity 3D, Toyota 360 Video advertisement experience with AFrame, and a Nike AIR Max Instagram Filter

Mobile QA Developer - Android Oakville, ON
The Weather Network Sep 2018 - Dec 2018 & May 2019 - Aug 2019

- Worked in an agile development team on a 4.7 star-rated app through enhancement of legacy features such as radar maps, observations, and news and videos using Java and Kotlin
- Developed the first version of the Custom Notifications Program (CNP) using Flutter with over 80% code coverage with testing
- Updated weather and alert data to use a new backend server which provides more accurate and frequent data updates for users
- Created Robolectric and Espresso UI tests to test the popular 14-day Forecast screen and User Content Uploads functionality, respectively.
- Assisted with implementing the Triple-T gradle plugin to allow easy app bundle Google Play Store uploads for optimized user downloads

Analyst Programmer Montreal, QC
CAE Inc. Jan 2018 - Apr 2018

- Created new web apps in PHP, JS, and jQuery for the company's financial data management that met client demands through active communication to fully polish the final product

Website Designer & IT Support Assistant Burlington, ON
Halton Industry Education Council May 2017 - Aug 2017

- Lead organization's website re-design project in a team of three with WordPress.org to allow all staff to easily update the contents

Skills

Programming

Java Kotlin
C++ C#
Dart Lua
HTML CSS
Git React
JavaScript

Technologies

Android Studio
Google's Flutter
Unity 2D/3D
Jenkins
Spark AR Studio
Power BI Desktop

Soft Skills

- Team player & self-sufficient
- Strong leader & active listener
- Critical thinker & problem solver
- Quick & motivated learner
- Hard worker with a fun & positive attitude
- Excellent organizational skills
- Verbal & written communication skills

Languages

French 8.5 years of experience
Japanese 2.5 years of experience

Education

Candidate for Bachelor of Computer Science
University of Waterloo
Waterloo, ON

Sept 2016 to present
Expected Completion: Spring 2021

Activities & Interests

The Weather Network Hackathon

- Prototyped "Weather Closet," a small avatar dress-up game to increase engagement with younger audiences for the app

UWaterloo Badminton Club Executive

- Responsible for running club socials, club sessions, and events for team-building

Projects

Overwatch Workshop Games

Working on several custom games using Overwatch's Workshop (in-game scripting) feature

LegacyWatch

The classic game with a twist
All character patch changes
have been reverted as far back
as possible

Ken
Tjie