

Curriculum Vitae | 28-07-09

CONTACT	
Name	Ryan Chew
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EDUCATION	
Bachelors of Science (RTIS)	DigiPen Institute of Technology – Singapore <i>September 2008 – Current</i> <ul style="list-style-type: none">Completed a 2D action game using DigiPen's design tool and C++ as the coding language.Working on an open-source, event-driven, component-based C++ framework inspired by XNA, called Chewable, for current and future game projects.Implemented RakNet as part of 2nd semester game project to enable networked play.
WORK EXPERIENCE	
Cabal Entertainment Software	Game Programmer (Intern) <i>April 2008 – July 2008</i> <ul style="list-style-type: none">Worked on binding Squirrel Script to C++, exposing C++ classes and functions to the Squirrel language for the purpose of coding game play elements in script.Implemented basic object physics and movement mechanics.
Ubisoft Singapore	Game Programmer (Intern) <i>May 2009 – July 2009</i> <ul style="list-style-type: none">Worked on a pre-production prototype for an upcoming Ubisoft game.
SKILLS	
Programming Languages	<ul style="list-style-type: none">C, C++ and C#
IDEs/Compilers	<ul style="list-style-type: none">Visual StudioEclipsegcc/g++
Versioning Tools	<ul style="list-style-type: none">SVN