

BRANDON TING

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Portfolio: <https://brandon-nx.github.io/Portfolio/>

SUMMARY

Passionate Unity Developer and Year 2 Computer Science student with First-Class Honours. Proficient in C# and real-time 3D development using Unity. Experienced in building interactive games, simulations, and AR/VR prototypes independently. CSSC Game Expo 2024 Champion with a strong interest in internships related to game dev, immersive tech, or simulation.

EDUCATION

Bachelor of Science (Honours) in Computer Science
University of Southampton Malaysia

Expected Graduation: June 2026
Year 1: First Class Honours

PROJECTS

Junior Programmer Pathway Projects (Unity, C#) | 2025

- Built multiple Unity mini-games including a flying/driving simulator, duel arena, and dodge madness
- Practiced core mechanics like Rigidbody physics, object pooling, input control, and score tracking

Glowing Arcade Game (Unity, C#) | 2024

- Developed a 2D arcade game independently, winning Champion at the CSSC Game Expo 2024
- Implemented scoring logic, collision-based effects, and responsive UI for polished gameplay

Smart Campus System (React, Javascript, REST API, Figma) | 2025

- Developed a web app with indoor navigation, booking system, and event system for campus use.
- Designed an interactive map with real-time pathfinding and room info overlays.

Restaurant Management System (Java, JavaFX, SQL) | 2023

- Built a real-time inventory tracking system for efficiency, reducing order delays by 80%.
- Optimised SQL queries for smooth data retrieval, improving database response time by 50%.

TECHNICAL SKILLS

- Game Development:** Unity, C#, WebGL, Unity Play
- AR/VR:** Unity XR Toolkit (basic), AR Foundation (prototype)
- Tools:** GitHub, Unity Hub, OBS Studio, Figma
- Other Skills:** React, JavaScript, Python, Java, SQL, Firebase

WORK EXPERIENCE

Marketing Assistant | Soon 4 Interior & Renovation, Johor (Jun 2024 - Mar 2025)

- Utilised data analytics tools (Google Analytics, Meta Ads) to track user engagement trends.
- Automated content scheduling, improving workflow efficiency and data-driven decision-making.

Mathematic Tutor | BrainBuilder Singapore Maths, Singapore (Dec 2023 - May 2024)

- Developed exercises that strengthens students' logical thinking and algorithmic approach.
- Adapted lesson plans using performance metrics, enhancing students' analytical skills.

Internship Coding Instructor | Alphakidz Edu, Johor (Jul 2023 - Nov 2023)

- Taught Unity scripting basics, Python, and Arduino hardware-software integration
- Created real-world coding challenges and debugging exercises for junior-level developers

NOTABLE ACHIEVEMENTS

2024	National Level	Participant – UM Hackathon 2024
2024	University Level	Champion – CSSC Game Expo 2024 (Unity Game Competition)
2023	National Level	Finalist – MMU CodeNecton 2023 (Coding Challenge)

LANGUAGES

Fluent Languages:	• Mandarin Chinese	• English	• Malay
Beginner Languages:	• Japanese (N5)	• FooChow Dialect	