

# Qi Han Tan

+601111198286 | +61452039127 | tan.qihan1@gmail.com | <https://qihan-03.github.io/>

## EDUCATION

<b>Bachelor of Science</b> The University of Melbourne	Jul 2023 - Present
• Major in Computing and Software Systems • Key Modules: Software Modelling and Design, Object Oriented Software Development, Algorithms and Data Structures	

  

<b>Cambridge GCE Advanced Level Programme</b> Sunway College	Jul 2021 - Nov 2022
• Subjects : Mathematics (A*), Further Mathematics (A), Chemistry (A), Physics (A)	

## TECHNICAL SKILLS

- Programming Languages: JavaScript | React | HTML & CSS | C | C# | GDScript | Java | Python | SQL
- Tools & Tech: Git | Godot | Unity | Figma | Confluence | Jira
- Languages: English (native), Malay (native), Mandarin (native), Japanese (intermediate), Cantonese (elementary)

## RELEVANT PROJECT WORK

<b>Front-End Developer</b> Unimelb Game Makers Club, Melbourne, VIC	Aug 2025 - Present
• Developed a React-based portfolio website to showcase the club's Production Division games, improving visibility and engagement for student-built projects	
• Built reusable components and responsive layouts using React, JSX, and CSS, ensuring seamless browsing across mobile and desktop	
• Collaborated closely with designers to translate creative concepts and gameplay features into polished web content	

  

<b>Full-Stack Developer</b> TERRAIN, Melbourne, VIC	Aug 2025 - Nov 2025
• Maintained and revamped the organisation's main website, resolving UI/UX issues and implementing client-requested features to improve usability and visual consistency	
• Enhanced performance and reliability of the company's Shopify-based online store	
• Deployed production website on Firebase, ensuring stable rollout and seamless hosting configuration	
• Collaborated within Agile team using Confluence and Jira, achieving continuous delivery workflows	

  

<b>UMGMC Mid Semester Jam S1 2025</b> Ranked #8 Overall, Melbourne, VIC	Apr 2025 - Apr 2025
• Developed a 2D rogue-like in Godot (GDScript), incorporating a dynamic slot-based spell sequencing system	
• Implemented a time-based difficulty scaling algorithm, boosting gameplay engagement	
• Achieved #5 Gameplay and #6 Polish rankings, reflecting strong mechanic design and solid player experience	

## EXTRA CURRICULAR ACTIVITY

<b>Leadership &amp; Initiatives</b>	
• Led team in prototyping a Physics-Based Ragdoll Movement System and Procedural Animation to simulate exaggerated, dynamic battles, enhancing overall team skills in game development	

<b>EXPERIENCE</b>	
<b>Warehouse Assistant</b> DD Live Community, Selangor, Malaysia	Nov 2024 - Feb 2025

  

• Managed packaging of orders, prioritising accuracy and meeting deadlines, contributing to a 98% order accuracy rate	
• Coordinated inventory management, assisting in organisation and restocking of products, and ensuring all products were up-to-date based on sales trends	