

KHENG YAW, TAN (BRIAN)

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programmer@btan.net

WORK EXPERIENCE

Senior Developer

Plus65 Interactive

Feb 2015 - current

- Created and maintain investment systems and interactive web applications (Laravel, JQuery, MySQL)
- Configured and deployed servers on Apache and Nginx servers
- Planned and documented system features
- Researched and integrated third party APIs
- Managed and mentored a team of junior developers

Head of Product

engajer Inc

July 2014 - Nov 2014

- Developed an RTMP server to record video clips (Apache, Red5, PHP)
- Created an email verification server and optimized bulk email sending speed (Apache, PHP)
- Co-created an interactive resume builder and player (PHP, JQuery, CSS)
- Implemented customizable templates for existing campaign email tool (PHP, JQuery, CSS, MySQL)
- Collaborated with engineering and QA team in India

Staff Engineer

Aeria Games & Entertainment

Sept 2011 - Apr 2014

- Ported code and localized files from Japanese to English, German and French (PHP, Javascript, HTML)
- Imported card images, miscellaneous data, and skill configuration tables into databases (MySQL)
- Added features that increased value to users such as customizable in-app purchase bonuses.
- Built CMS tools such as message boards administration, banning tool, generation of reports and logs
- Collaborated with producers, designers, artists, and QA in the US and Europe offices
- Developed front-end of a 3D mobile strategy game and a map editor for PC and Mac. (Unity and C#)

SKILLS

- PHP, MySQL, HTML5, Git, CSS, jQuery, Javascript, Apache, Nginx, MongoDB, JIRA, SVN, C#, C++
- Laravel, Sublime, Xcode, Symfony, Unity, OpenOffice, Microsoft Visual Studio, Microsoft Office
- Familiar with iOS, MacOS, UNIX, and Windows operating systems
- Experienced in pre-production, design, documentation, implementation and quality assurance processes
- Knowledgeable in SCRUM and Agile software development methodologies

EDUCATION

Winter Park, Florida

Full Sail University

Jan 2003 - March 2004

- Associate of Science in Game Design and Development

West Lafayette, Indiana

Purdue University

Fall 1999 - Spring 2002

- Bachelor of Science in Computer Engineering