REMUS LIM (WEN XUN)

GAME, WEB, APP DEVELOPER

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A versatile Software Developer with a strong foundation in C#, ASP.NET, SQL, and Agile workflows. Proven track record in the full software lifecycle, from architecting enterprise web portals to shipping commercial products. Passionate about leveraging technology to drive positive change and dedicated to continuous improvement to build scalable, high-quality applications.

WORK EXPERIENCE

GAME DEVELOPER INTERN

Garena, Singapore
OCT 2025 - MAY 2026

- Shipped commercial game titles to the public, collaborating within a cross-functional Agile team to translate concepts into a live product.
- Optimised and adapted game mechanics based on feedback loops, successfully balancing academic theory with real-world development constraints.

SOFTWARE DEVELOPER INTERN & CONTRACTOR

Prime Supermarket Ltd, Singapore
MAR 2025 - OCT 2025

- Architected the logistics enterprise portal (PHP, Flutter) and spearheaded a company-wide AI initiative, engineering an NLP-driven chatbot (Node.js, Ollama, Docker) for Microsoft Teams.
- Led a department-wide workshop on Microsoft's Adaptive Cards implementation after successfully pitching the technology's UI benefits to senior leadership.
- Participated in daily stand-ups and sprint planning within an Agile environment to ensure continuous delivery.

PART-TIME EDUCATOR

Code Bright Education, Singapore
MAY 2023 - DEC 2025

- Instructed students aged 7-12 years old Scratch, Roblox, and Python, adapting technical curriculum to varying learning speeds to ensure concept retention.
- Fostered computational thinking by guiding students through debugging challenges and facilitating collaborative projects.

RELEVANT SKILLS & COMPETENCIES

- **Languages:** C#, ASP.NET, PHP, JavaScript (Node.js), Python, SQL, HTML/CSS, Dart
- **Frameworks & Tools:** Flutter, .NET, Docker, Ollama (NLP), Git, Unity, ELK Stack
- **Methodologies:** Agile/Scrum, Clean Code, Object-Oriented Programming (OOP)
- **Professional Skills:** Leadership, Effective Communication, Cross-functional Collaboration, Creative Problem Solving, Stakeholder Management
- **Languages:** English (Fluent), Chinese (Basic)

EDUCATIONAL HISTORY

DIPLOMA IN GAME DEVELOPMENT & TECHNOLOGY WITH MERIT

NANYANG POLYTECHNIC,
2023 - 2026
GPA 4.00/4.00 (21 Distinctions)

POLYTECHNIC FOUNDATION PROGRAMME

NANYANG POLYTECHNIC,
2022 - 2023
GPA 3.89/4.00

AWARDS & CERTIFICATIONS

WINNING TEAM OF THE 7TH SHRI HACKATHON

SEPT 2025

WINNING TEAM OF THE 2025 H2 GAME JAM

OCT 2025

UBISOFT SINGAPORE SILVER MEDAL

MAY 2026

ACADEMIC AWARDS

- **Director's List (NYP):** 2023 - 2026
  (Top 10% of Cohort)
- **Edusave Merit Bursary (MOE):** 2019 - 2026
  (Top 15% of Cohort)
- **Edusave Skills Award (MOE):** *2026*
  (Non-Academic Excellence & Good Conduct)