



ALEX MAH

PROGRAMMER

PROFILE

I'm a game programmer specializing in Unity and Unreal Engine with an interest in Shaders and VFX after experimenting with it in Game Jams and experiencing its versatility.

CONTACT



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alexmahjy@gmail.com



alexmah123.github.io/ (Portfolio)



alexmah.itch.io/

CORE SKILLS

- Unreal Engine 5 (C++, Blueprint, Common UI, GAS)
- Unity
- C++
- C#
- Effective Communication
- Problem Solving

EDUCATION

UOW Malaysia

Bachelor of Game Development

2021 ~ 2024

- Majored in Programming. Used Unity for student projects.

Taylor's University

Foundation in Arts

2020 ~ 2021

LANGUAGES

English - Native

Malay - Fluent

Mandarin - Conversational

EXPERIENCE

DarkRift

2024, Current

- Sole Programmer.
- Worked with designer and artists to create intuitive user interface. (HUD, Level Selection, Loadout)
- Implemented gameplay features with modular components. (Components, Stats, Loadouts, AI Decisions)
- Implemented AI which makes decision based on statistical models.

Aeonsparx Interactive

Internship

2024, 3 Months

- Developed in Unreal Engine 5.
- Worked briefly with GAS to create abilities for production.
- Worked with existing codebase to create user interface for production.
- Learned and applied practices that allow for scalability and maintainability in a working environment.

STUDENT PROJECTS

Overthron

2023, 6 Months

- Team Lead & Tech Lead, Tech Generalist
- Implemented user interfaces for the game (HUD, Settings, Inspect, Glossary)
- Developed the core systems (Turn System, Status Effect System, Pathfinding)
- Implemented base for game entities (enemies, players, obstacles)

Evolve

2022, 3 Months

- Team Lead & Tech Lead
- Created and implemented Ability and Perk System.
- Created and implemented Player Stats

Guilt Trip

2022, 3 Months

- Team Lead & Tech Lead
- Implemented Enemy AI behaviour (Patrol, Chase)
- Implemented Boss AI (Decision making, phases, dialogue path)