

ALEX MAH

PROGRAMMER

CONTACT



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[Portfolio](#)



[Itch.io](#)

CORE SKILLS

- Unreal Engine 5
- Unity
- C++
- C#

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

Mandarin

Malay

PROFILE

I'm Alex Mah, a game programmer with experience with Unity and Unreal Engine. I have been the leads during my tertiary projects. I enjoy playing and making games and try to regularly join game jams.

I am intrigued by game mechanics and am eager to learn and implement new techniques. I play a multitude of card games on my off-time

EXPERIENCE

Collaborative

Team Project: DarkRift

2024, Current

- Sole Programmer.
- Worked with designer and artists to create intuitive user interface.
- Implemented gameplay features with modular components. (gameplay loop, mechanics)
- Implemented AI which makes decision based on statistical models.

Internship

Aeonsparx Interactive

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

Overthrone (PC, Turn-based Tactical)

6 Months

- Team Lead & Tech Lead
- Game Programmer, UI Programmer

Evolved (Mobile, Hack & Slash)

3 Months

- Team Lead & Tech Lead
- Game Programmer

Guilt Trip (PC, Turn-based)

3 Months

- Team Lead & Tech Lead
- Game Programmer