

I'm **Adler Teh**, I started out with a background in computer science, making scratch projects remaking Undertale with Vainglory characters and taking part in coding competitions. After which going into Uni, I fully committed to the Game Developer lifestyle, and now im here! I have made a few projects and even participated in a few gamejams. I can work solo, and in teams, as I have experience working in both groups and working alone.

Personal Info

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Education

KDU UOW Malaysia

Bachelor of Game Development (Honours)

Core Competencies

Eager to learn

Ability to perform under pressure

Language Proficiencies

English

Chinese

French (2nd Language)

Japanese (2nd Language)

Interest & Hobbies

Photography

Editing Videos/Vlogs

Volleyball

Bouldering

Frisbee

Video Games

Anime

Skillset

Untiy

C++

Unreal (Beginner)

Godot (Beginner)