

# Chan Cheuk Pong, James

Passionate Game and Software Developer

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🔗 cheukpongchan.github.io/Portfolio/

## SUMMARY

A passionate Game Developer who worked on multiple commercial mobile games, and a Software Developer experienced in commercial VR application development. Equipped with programming and problem-solving skills through Computer Science bachelor and Engineering Mphil degrees, I can swiftly adapt to new working environments and operate independently, as well as contribute as a team player.

## PROFESSIONAL EXPERIENCE

### Junior Unity Game Developer

#### Adknown

📅 2023 MAR - 2023 MAY 📍 Toronto

- Individually created 3 Unity mobile games with high level of polish
- Swiftly completed every game in agile 8-day development cycles, from idea pitching, art asset creation, to coding and publishing

### Research Assistant II

#### The Department of Industrial and Manufacturing Systems Engineering, The University of Hong Kong

📅 2021-2022 📍 Hong Kong

- Developed real-time VR visualization tool for robotics teleoperation
- Participated in multiple VR applications development
- Educated over 100 students on how to develop VR applications via Unity through university courses and workshops, for over 3 years
- Mentored multiple interns through the process of VR game development, from game design to final product
- Frequently hosted demo sessions alongside colleagues to promote VR hardware and software developed in-house

### Mobile Application Developer Intern

#### Hong Kong Thriveful Group Limited

📅 2017 MAY - 2017 AUG 📍 Hong Kong

- Developed front-end user interface for iOS mobile application
- Visualized user data retrieved from the database onto UI

## EDUCATION

### MPhil - Industrial and Manufacturing Systems Engineering

#### The University of Hong Kong

📅 2019 - 2022 📍 Hong Kong

B.Sc. in Computer Science (First Class Honors) CGPA: 3.58/4.0

#### The Chinese University of Hong Kong

📅 2015 - 2019 📍 Hong Kong

## Programming Languages

C#	C++	Python
Java	C	OpenGL
Swift	Kotlin	HTML5
CSS3	PowerShell	

## Software and Tools

Unity UE5 Blender Twinmotion  
Krita Procreate Audacity GIMP  
Sketchup Git Visual Studio QT  
Rider Atom PyCharm Slack JIRA  
Zoom Microsoft Teams Bootcamp

## Hardware

Valve Index Oculus Quest 2  
HTC Vive  
Microsoft Azure Kinect  
HKU IMSE CAVE System  
Windows/Linux Machines

## Personal Projects

### Draw and Guess

An online drawing game inspired  
by Gartic.io

📅 2022 🔗 [Dev Blog](#)

### Unity Annotation Tool

An annotation tool for an original  
Object Pose Estimation dataset,  
made in Unity as part of my Mphil  
research

📅 2021 🔗 [Dev Blog](#)

### The Soul Vanquisher

An original Escape Room Horror  
game with action element  
towards the endgame

📅 2019 🔗 [Dev Blog](#)  
published on [itch.io](#)

### Elemental Carnival

An original local co-op action  
adventure game

📅 2019 🔗 [Dev Blog](#)