



CHEN LEE PENG

Game Programmer



CONTACT

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INTERNSHIP PERIOD

- First Day: 27-Oct-2025
- Last Day: 24-Jan-2026


TECHNICAL SKILLS

- Programming Languages
 - ★★★★★ C++
 - ★★★★★ Java
 - ★★★★★ Python
 - ★★★★★ Frontend (HTML, CSS, JavaScript)
 - ★★★★★ SQL
- Tools & Platforms
 - Git
 - Visual Studio
 - VS Code

LANGUAGES

- ★★★★★ English
- ★★★★★ Mandarin
- ★★★★★ Malay

HOBBIES

- Badminton
- Piano
- Cooking
- Play computer games 

PROFILE SUMMARY

Aspiring Game Programmer currently pursuing a bachelor's degree in computer science with foundational skills in C++, Java, Python, and web technologies. Passionate about game development and actively learning Godot. A fast learner that is eager to expand into other tools and technologies as needed. Seeking an internship to contribute and grow in game development.

WORK EXPERIENCE

- Sinar Puncak** 2022 - 2023
- Salesclerk
- Assisted salesman and customer, managing sales transactions
 - Developed communication, problem-solving, and attention-to-detail skills

EDUCATION

- UNIVERSITI TUNKU ABDUL RAHMAN (UTAR)** 2023 - Present
- Bachelor of Computer Science
- Current CGPA: 3.79
 - Relevant coursework:
 - Data Structure & Algorithm
 - Object-Oriented Programming
 - Database Technology

GAME DEVELOPMENT

Godot2D: Beginner (In progress - Portfolio)

- Exploring Godot's scene system and scripting with GDScript
- Implement player movement, collision detection, animation, and simple game mechanics
- [Link-to-Portfolio](#) (Mobile controls are not supported yet)

SFML & HTML Canvas Game: Beginner

- Developed foundational game mechanics through guided projects (e.g. rendering, game loop logic, input handling)