CHEN LEE PENG

Game Programmer

CONTACT

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- Gwyneth0401

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)