



# CHEN LEE PENG

Game Programmer



## CONTACT

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## 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 currently in the progress of learning Godot. 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 control are not supported yet)
- SFML & HTML Canvas Game: Beginner**
- Developed foundational game mechanics through guided projects (e.g. rendering, game loop logic, input handling)