



CHEN LEE PENG

Game Programmer



CONTACT

- +6012-4093707
- clp2768@gmail.com
- Pulau Pinang, Malaysia
- <https://github.com/Gwyneth0401>

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

TECHNICAL SKILLS

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

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

LANGUAGES

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

HOBBIES

- Badminton
- Piano
- Cooking
- Play computer games 

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
- SFML & HTML Canvas Game: Beginner**
- Developed foundational game mechanics through guided projects (e.g. rendering, game loop logic, sprites, input handling)