



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 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 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)