

Alisa Ho

Software Engineer

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EDUCATION

Vancouver Film School

JAN 2024 - DEC 2024

Programming For Web, Mobile & Games

Monash University

FEB 2017 - DEC 2019

Bachelor of Information Technology

SHIPPED GAME

Harvest Onslaught

Unreal 5

<https://vfs-gdpg.itch.io/harvest-onslaught>

GUS

Unity

<https://liquidpxl.itch.io/gus>

Runaway Boba!

Unreal 5

<https://ab5olutezero.itch.io/runawayboba>

ENGINE



Unreal Engine 5



Unity

LANGUAGES

GENERAL



C++



C#

WEB



HTML



CSS



JavaScript



Vue.js



TypeScript



React.js



Node.js



PHP



Three.js

DATABASE



MySQL



MongoDB

SOFTWARE



Git



Notion



Jira



Figma



Photoshop



Premiere Pro



Adobe XD

REFERENCES

Rohit Mukherjee

Bishwajit1996@gmail.com

OBJECTIVE

Self-motivated and versatile **Software Engineer** with a **year of game development experience** and over **2 years of responsive web development experience**. Passionate about **leveraging technology** to solve everyday problems and tackle challenges, seeking to join a dynamic and high-energy environment with an innovative team focused on achieving creative goals.

EXPERIENCE

Harvest Onslaught - Unreal 5 **JUN 2024 - DEC 2024**

- Implemented **Common UI** to enhance user experience and scalability for future modification
- Worked in both **C++** and **Blueprint** for our **UI system**
- Designed** and **created assets** for the UI by using **Figma**
- Developed menus making use of the **list view** to create a system that are **user friendly** and **sped up the development process**
- Responsible for implementing the **Front End, HUD, Popups, VFX** and **Shaders**

Gacha Game - Unreal 5

APR 2024 - JUN 2024

- Designed** and implemented **team selection system** with **champion detail screen, preset list display screen** with **saving and loading functions**
- Created **character selection screen** by using **tile list**

GUS - Unity

APR 2024 - JUN 2024

- Worked on 3 types of **AI enemies**, 2 scripted **events** in **C#**
- Implemented all **Front End** and In Game **HUD**

Networking FPS - Unreal 5

JUL 2024 - AUG 2024

- Implemented a **multiplayer FPS** shooter with **networking features** in **C++**

WORK EXPERIENCE

PwC HK

JUL 2021 - JAN 2023

Front-end Developer

- Developed a **new company website** in **Vue** within a tight time frame in order to allow our marketing team to introduce our new **start-up** to other business partners
- Helped to **customize the front-end** of our company's **low code platform** to meet our **clients' needs**
- Built **internal platforms** for teams and departments to share reusable components, design materials and other valuable resources which decreased rework rate and improved internal communication
- Created **test scripts for automation testing** which reduced time for manual testing and improved testing accuracy