



Lim Jun Jie

Gameplay Programmer / Tools Programmer

+60 12-9704195

jjfreelim@gmail.com

Petaling Jaya, Selangor

Profile

Links

[Github](#) [LinkedIn](#) [Portfolio](#) [Itch](#)

Aspiring game programmer skilled in unconventional bug-solving, continuously learning, and proficient in Unity. Exploring Unreal 5. Passionate about both gameplay systems and crafting tools for workflow optimization. Love dissecting things to understand them both physically and digitally.

Skills

C++

JavaScript

C#

Lua

Unity

HTML + CSS

Unreal Engine 5

Python

Java

Photoshop

Languages

English - Proficient

Mandarin – Slightly below native

Japanese – N2 Certified

Projects

Hazepoint - Final Year Project - Unreal Engine 5 – Solo

May 2023 - Present

- Physics-based grapple system that allows player to launch, swing and dangle.
- UI/UX with camera shake for mech simulation
- Simple shaders for UI and scanning mechanic

Shadow – Game Project Studio 2 - Unity 3D – Generalist Programmer

September 2022 – December 2022

- Developed and maintained a tool to generate interactable flat 2D shadows from 3D models
- Added the mechanic of light exclusion (Disable shadow collision on contact with 'light' sprites)
- Rigged and animated 2D skeletal meshes of enemy sprites

Guilt Trip – Game Project Studio 1 – Unity 2D – Generalist Programmer

May 2022 – August 2022

- Turn-based dialogue battle system for enemies
- Modular dialogue system that takes input from text files with custom markup and camera pan
- Modular UI system for collected items that displays on inventory

Work Experience

Game Developer Intern - Omens Animation Studios

April 2024 – June 2024

- Extend and implement gameplay features in Roblox Studio
- Sculpt and iterate on game level map designs
- Developed plugin to manage and streamline processes for features not provided by Roblox
- Rendered assets in Unreal Engine 5 for games

Web Developer Intern at IwiDigital – Petaling Jaya

March 2021 – May 2021

- Designed and implemented websites for clients with in-house web builder
- Typewriting and Social Media Posts Design
- Market Research for company products
- Help in the design of some of the company products

3D Modeller Intern at Moondo Sdn Bhd. - Petaling Jaya

January 2019 – March 2019

- 3D Modelling for static scene assets with blender
- Motion capture implementation with Kinect 1.0
- 2D Gif animation for storyboard in photoshop

Education

Bachelors in Game Development (Tech) – UOWKDU Malaysia, Glenmarie, Shah Alam

September 2021 – Present

- Dean's List – Academic achievement for academic semester of May 2022
- Worked in teams as well as individually to develop pc and mobile games
- Acquired knowledge about game engine/shader programming with C++

Diploma in Interactive Technology – Asia Pacific University, Kuala Lumpur

April 2019 – June 2021

- Learned web and software development in Java, JS, PHP and VS basic.
- Database management with SQL with MySQL
- Basic game design concepts

Interests & Hobbies

- Adult, puzzle and games with unique mechanics
- Gunpla building
- Interesting coding ventures like hardware emulation, demoscene or userscripts for browsers.
- UI/UX designs and the use of sound in games