Lim Jun Jie

Gameplay Programmer / Tools Programmer

+60 12-9704195   jjfreelim@gmail.com   Petaling Jaya, Selangor
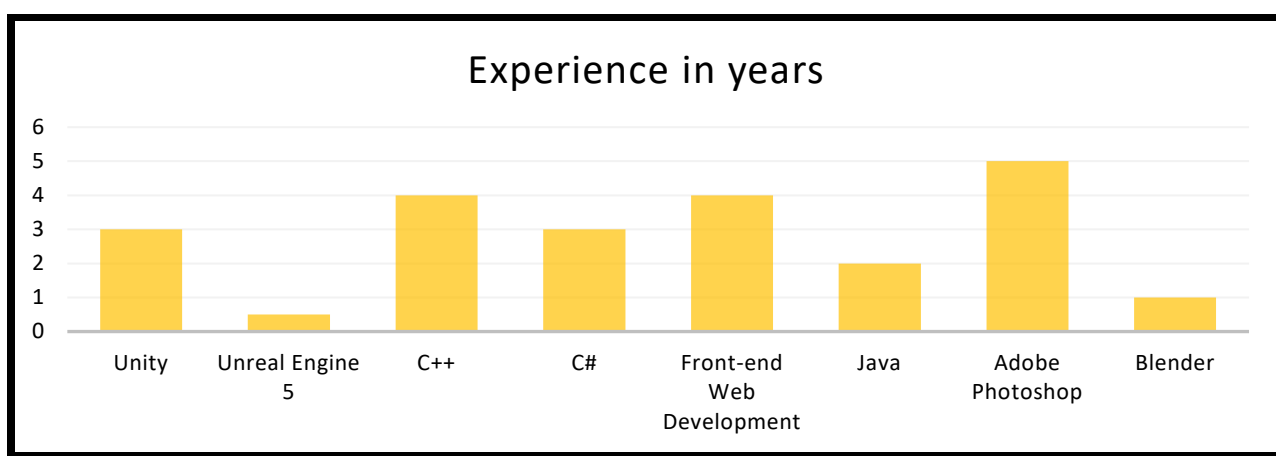
Profile

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 physical and digital.

Skills

Experience in years

Skill	Years
Unity	3
Unreal Engine 5	0.5
C++	4
C#	3
Front-end Web Development	4
Java	2
Adobe Photoshop	5
Blender	1

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 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
- Dialogue system that takes input from text files with custom markup
- Modular UI system for collected items that displays on inventory

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
- Gained some 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

Work Experience

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

Languages

- English – Native Level
- Chinese – Slightly Lower than Native
- Japanese – N2

Interests & Hobbies

- Adult, puzzle and games with unique mechanics
- Gunpla building
- Any interesting topic on the internet