Lim Jun Jie

Gameplay Programmer / Tools Programmer

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Profile

Aspiring game programmer skilled in unconventional bug-solving, continuously learning, and proficient in Unity. Exploring Unreal. Passionate about crafting tools and scripts for issue-solving and workflow optimization.

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
- Created the mechanic of light exclusion (Disable collision on contact with 'light' sprite)
- Rigged and animated 2D skeletal meshes of enemy sprites
- Worked on some puzzles

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

May 2022 – August 2022

- Turn-based dialogue battle system for mobs
- Dialogue system that takes input from text files with custom markup
- Modular UI system for collected items that displays on inventory
- Few sprite art in tutorial stage

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

Diploma in Interactive Technology – Asia Pacific University, Kuala Lumpur

April 2019 – June 2021

- Graduated with 3.75 CGPA.

Work Experience

Web Developer Intern at IwiDigital – Petaling Jaya
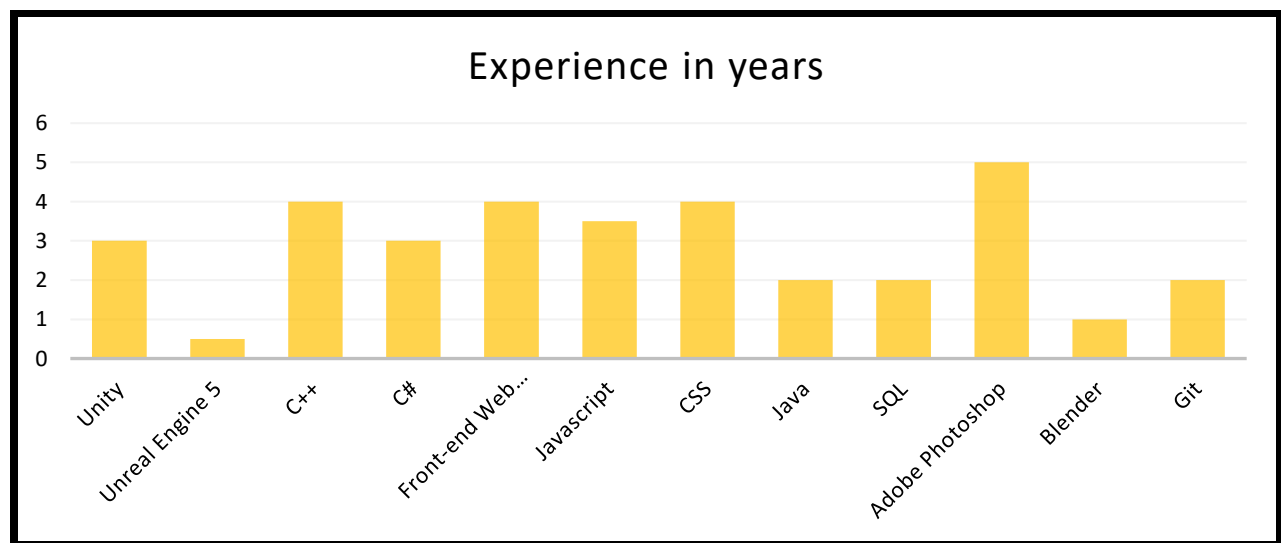
March 2021 – May 2021

- Designed and implemented websites for clients with in-house web builder
- Typewriting
- Social Media Posts Design
- Market Research for company products
- Help in the creation 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
- Motion capture implementation with Kinect 1.0
- 2D Gif animation for storyboard in photoshop

Skills

Experience in years

Skill	Years
Unity	3
Unreal Engine 5	0.5
C++	4
C#	3
Front-end Web…	4
Javascript	3.5
CSS	4
Java	2
SQL	2
Adobe Photoshop	5
Blender	1
Git	2

Languages

- English
- Chinese
- Japanese – N2