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| **Hoson Zhong**  Game Programmer | | 0490361948  hoson\_zhong@hotmail.com  [www.linkedin.com/in/hoson-zhong-582061199](http://www.linkedin.com/in/hoson-zhong-582061199)  <https://hohohoson.github.io/> |
|  | **About** | |

I am an adaptable and tenacious Advanced Diploma graduate looking to further his programming skills through working in the industry. I wish to help you script and develop your projects, especially when it involves new and interesting technologies.

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|  | **Education** |

**Advanced Diploma of Professional Game Development (Game Programming) |** Academy of Interactive Entertainment

Graduated - 2019

This two year course is where I gained most of my current knowledge and skills. It’s also when I created the majority of my portfolio works.

**VCE |** Mount Waverley Secondary College

Graduated - 2017

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|  | **Experience** |

**Job Experience |** Bunnings - Notting Hill, VIC, AU

August 2015 – august 2015

Worked a week at Bunnings for Year 10 job experience. This was my first experience of a legitimate workplace.

**Responsibilities**

* Stocking and organizing products
* Helping and directing customers
* Cleaning, keeping the workspace tidy

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|  | **Skills** | |
| * C++ - 7/10 * C# - 7/10 * Lua - 4/10 | | * Visual Studio - 6.5/10 * Unity - 6.5/10 * Github - 6/10 |
|  | **Activities** | |

The reason why I became a programmer was because of how complex and interesting the functionality in some softwares can be. Whenever I find one of these said functions, usually in video games, I would imagine how it would be implemented into the program. This inspired me to want to create works that are just as good, thus I now code the path of a programmer.