

KHONG MUN WEI (JO KHONG)

SOFTWARE DEVELOPER

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CAREER SUMMARY

I am a software developer specialising in the use of Unity and the usage of C# programming language for Unity. At IDA Technologies I led and assisted in developing core features (annotation, measurements, delete, undo and redo, BCF reader and writer, in application login and multiplayer lobby) for the company's Bitmatrix software.

At SofaX Homes, I led and successfully converted the SofaX App to work on WebGL, resolved problems with the augment reality feature and added in VR feature. In addition, I aided in the development of bespoke panorama view applications, ensured that it worked on PC and mobile browsers.

I have worked on multiplatform applications specialising in PC. I am also competent in designing functional user interfaces to support the need of different platforms and have basic full-stack knowledge for web development such as HTML, CSS, JavaScript, and SQL.

CORE COMPETENCIES

C# | Unity | .Net | Software development | VR | UIUX | Basic Full stack | C++ | Unreal | HTML | CSS | JavaScript | Node.js | SQL | PostgreSQL | React.js | Project Lead

WORK EXPERIENCE

IDA Technologies Sdn Bhd

July 2024 – August 2025

Unity Developer

- Led and developed core interactive functions and features for the company's application Bitmatrix
 - Draw Annotation to highlight issues with a loaded building.
 - Draw Measurement to measure building rooms and dimensions.
 - Delete to remove parts of a building, annotations, or measurements.
 - Undo and Redo for actions delete, draw annotation and draw measurement.
 - Teleport to a position with a parabolic arc.
- Implemented multiplayer support with the use of Photon
 - Prepared room browser to show available rooms to join.
 - Implemented movement over the network.
- Other led roles for features
 - Creation of feature options panel.
 - Creation of coded Input Asset.
 - Creation of BIM Collaboration Format (BCF) reader and writer for Unity.
 - Creation of application Login, Register and Password reset feature and UI.
 - Creation of popup window which can be used to notify user with haptic feedback.
- Tested and fixed bugs
 - Performed testing to make sure the application function and features work as intended.
 - Fixed issues that are found during the testing phase.

SofaX Homes

April 2022 – June 2024

Unity Developer

- SofaX App
 - Implemented a better furniture rotation system.
 - Created ruler to calculate furniture position from wall.

- Improved the loading screen UI to look better.
- SofaX Augment Reality
 - Imported necessary modules for SofaX AR to work on mobile devices.
 - Configured options for better surface detection.
 - Improved furniture spawning and movement based on furniture type.
- Led SofaX WebGL
 - Successfully converted SofaX App to support WebGL.
 - Created a JavaScript intermediary for the browser to communicate with the Unity application.
- Led SofaX Virtual Reality
 - Successfully added VR to SofaX App.
 - Updated the UI to be better suited for VR.
 - Reduce loading time of application by 33%.
- Bespoke panorama view application for WebGL
 - Implemented floorplan data reader.
 - Implemented navigational UI and camera effects when moving between different views
 - Implemented APIs for easier sharing to socials.
 - Managed resources, ensuring support for PC and mobile browsers.
 - Templated the project for easier use in future.

MerryEd Sdn Bhd**February 2019 – April 2022****Unity Developer**

- Led the creation educational applications for maths and science subjects
 - Designed the UI and application flow.
 - Implemented multilanguage support.
 - Made WebGL based simulations.
- Led creation of application security system
 - Implemented dongle security system and login security system linked to a database.
 - Implemented an OTP system with the OneWaySMS API.

Web Developer

- Created a customer order form for salespeople to use that interfaces with a database

Cloud Design Sdn Bhd**May 2017 – December 2018****Unity Developer**

- Helped with the launch of MoreDesign Room Planner.
- Designed application UI for selecting and loading furniture, Searching and navigating floorplans.
- Created application core features
 - Data structure to save and load floorplans together with their furniture.
 - Furniture interaction drag and drop, rotate and attach to wall or ceiling.
 - Backend to loading asset bundle that distinguish between PC and WebGL.
- Linked MoreDesign room planner to companies store front.
- Managed assets to make sure they work for both PC and WebGL.

Weraku Games Sdn Bhd**August 2016 – February 2017****Game Developer**

- Trained using the Cocos2dXEngine.
- Designed and develop two simple mobile games, Shape Space and Just Move



Streamline Studios Malaysia (Internship)

September 2015 – February 2016

Junior Game programmer

- Trained how to use Unreal 4 Engine.
- Learned about game design and implement ideas into the game.

TECHNOLOGY SKILLS

Expert: Unity | Microsoft Visual Studio | C#

Intermediate: Unreal | NuGet

EDUCATION AND CERTIFICATION

Bachelor's Degree in Computer Science: Interactive Software Technology

May 2014 – May 2016

Campbell University

- CGPA: 3.45/4.00

Bachelor's Degree in Computer Science: Interactive Software Technology

May 2014 – May 2016

Tunku Abdul Rahman University College

- CGPA: 3.40/4.00

Diploma in Interactive Software Technology

May 2012 – Feb 2014

Tunku Abdul Rahman University College

- CGPA: 3.56/4.00

OTHER CERTIFICATIONS

The Complete Full-Stack Web Development Bootcamp

March 2024

uDemy

Unreal 5 C++ Developer Course

May 2024

uDemy

Complete C# Masterclass

October 2025

uDemy

LANGUAGE

English | Bahasa Malaysia | Cantonese (Spoken)

HOBBIES

Playing computer games | Listening to audio books