Leow Kean Tat

Profile

I am a **Game Programmer** and **Full Stack Developer** with an emphasis towards **optimization** in both my ability to **solve technical problems** and the **communication techniques used in mentoring juniors**.

For additional context, I intrinsically find value in seeking the best approach in terms of the **lowest time spent/no. of repetition cycles** for the **highest yield possible**.

Employment History

Senior Game Programmer, Kotakoren Games Studio, Remote

April 2022 — June 2023

- Developed sample projects and demos which accelerated, if not enabled the junior programmers' ability to visualize intermediate programming concepts.
- Developed a set of assessment tests for the company which has helped to completely eliminate the potentiality of hiring under-qualified applicants.
- Developed Unity custom editor tools to aid the art team with their assets' integration from their preferred 3D Modeling Software into the Unity Engine and macros to optimise their assets on import. It has significantly reduced the time taken for them to set up each Look Dev scene for just an upfront cost of 1 to 2 weeks in tool research and development time (* Subject to tools complexity and number of re-iterations).
- Successfully brought the company project out from development limbo to a playable prototype.

Senior Game Programmer, Soulofox Studio, Remote

February 2022 — March 2022

- Developed a minimalist yet reusable system which supports animations from different sprite engines (DragonBones, Spine) which significantly reduced the time it took to quickly test art assets from various outsourced teams in the Look Dev scene.
- Assisted in researching for solutions to integrate the web camera into Unity's WebGL Platform.

Full Stack Developer (Junior), Liquid Rock Games Studio, Remote

August 2017 — August 2019

- Was part of the team which launched the e-hailing app in Malaysia, known as "**CarriageForHer**". Its development process has spearheaded my learning process on both how the technology stack in this field communicates with one another and Google Services' Integration into both React Native and Laravel Frameworks.
- Was also a part of an unnamed e-commerce project. This gave me the opportunity to learn how to integrate third-party transaction services in the client app.

Details

Bayan Lepas, Penang, Malaysia
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Links

LinkedIn
Itch IO

Skills

Unity Engine
Unreal Engine 4

C#
C++
Java
JavaScript (React JS)
PHP

Perforce (P4V - Client)
Git

React Native
Laravel Framework
Node.js

HTML5
CSS
MySQL

Junior Game Programmer, Techninier Sdn Bhd, Q Sentral, 2A, Jalan Stesen Sentral 2, Kuala Lumpur Sentral, 50470 Kuala Lumpur (On-site)

AUGUST 2016 — JANUARY 2017

- Successfully developed the company's unnamed prototype's (*2D arena battler*) core feature sets in **3 months** (ahead of the original schedule of ~**6 months**).
- Aided the game designer's game balancing process by creating **easy-to-navigate-and-use** (*minimalist UI design and K.I.S.S approach*) custom editor tools written in C# in the Unity Engine.

Education

Bachelor's Degree in Game Development (Programming), UOW Malaysia KDU (Used to be KDU University College), Jalan Kontraktor U1/14, Glenpark U1, 40150 Shah Alam, Selangor

APRIL 2013 — OCTOBER 2016

- First Class Graduate. (CGPA: 3.5)
- Main skill sets acquired from the course:

  1) C#
  2) Javascript
  3) Unity
  4) Ogre 3D
  5) Stencyl
  6) XNA

- Main Co-curricular Activity during college period: N.E.R.F.

Diploma of Education in Games Development, UOW Malaysia KDU Penang University College, 32, Jalan Anson, George Town, 10400 George Town, Pulau Pinang

JANUARY 2011 — APRIL 2013

- Graduated with Distinction.
- Main skillsets acquired from the course:

  1) C++.
  2) Java
  3) MYSQL
  4) Game Development Frameworks (Allegro 4 & 5)

Internships

Trainee (Game Programmer) at AppAsia Studio, E-5-4, 5th Floor, Megan Avenue 1, Jalan Tun Razak., Kuala Lumpur, Kuala Lumpur 50400, MY

MAY 2016 — AUGUST 2016

- Worked mainly on mobile platform games. Was also involved in the post-production, especially the deployment process. Relevant skill sets include:
- 1. Unity (4 & 5) - C#
- 2. Android Studio - Java
- 3. X Code