



# WONG JING HAW

Game Developer / 3D  
Modeler / Artist

## PROFILE

I am a Multimedia Computing student. I am passionate towards learning new stuff and look forward to acquiring experiences from works. As a fellow game developer, I would love to bring my game design to reality and experiences are all I need to assist me.

## SKILLS

- Unreal Engine
- Unity
- C Language Family
- Java
- HTML
- CSS
- JavaScript
- PHP
- Lua
- Adobe Photoshop
- Adobe Illustrator
- Adobe Premiere Pro
- Adobe After Effects
- Adobe Animate
- Clip Studio Paint
- Blender
- Audacity
- Krita

## ➤ EDUCATION

### LIVERPOOL JOHN MOORES UNIVERSITY

Bachelor of Science, Multimedia Computing  
2021 - 2024

### YPC INTERNATIONAL COLLEGE

BSc. (Hons) Multimedia Computing  
2021 - 2024

## ➤ LANGUAGE

English (Fluent)  
Chinese (Fluent)  
Malay (Basic)  
Cantonese (Fluent)

## ➤ EXPERTISE

- Basic Experience with Unreal Engine, Unity
- Self-taught Experiences in Art, 3D Modeling
- Good Communication
- Problem-solving
- Critical Thinking
- Teamwork
- Adaptability

## CONTACT ME



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<https://kazyaglaedwine.github.io/portfolio/>