Wai Kin Ma

Junior Programmer

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EXPERIENCE

Game Developer

Dragon Creative Media Limited

2021 - 2022, Hong Kong

I specialized in creating AR, web, and motion-sensing games using Unity and C#. My role included developing game programs, websites, and backend systems with Laravel PHP. I designed user interfaces, implemented game effects such as particle systems and graphical effects, and managed game physics and animations. I also supported hardware setup, managed data control, and generated statistical reports based on user feedback. Collaborating with various teams, I ensured game designs met engagement targets and drove the vision and development of game systems. I am eager to leverage my technical skills and problem-solving abilities in broader IT or game development roles and embrace new challenges.

Kitchen Staff

Hachi Japanese BBQ Restaurant

2023 - Present, London

Currently, I work as a Kitchen Staff at Hachi Japanese BBQ Restaurant, where I handle multiple orders efficiently in a high-pressure environment. This role has honed my ability to work collaboratively within a team and manage tasks under tight deadlines. Additionally, daily interactions with Japanese colleagues in Japanese have enhanced my language skills and cultural adaptability. I am excited to bring these valuable experiences, including teamwork and effective communication in a diverse environment back to the IT industry.

EDUCATION

High diploma of Computer Game Development

School of Continuing and Professional Studies, The Chinese University of Hong Kong

UK Framework Levels: RQF Level 5 / SCQF Level 8 / CQFW Level 5

2019, Hong Kong

Game Develop (Unity, C#), Networks and programming,

Database Management, Object-oriented programming, Data Structure

Diploma of Vocational Education in Information Technology

Youth College - Vocational Training Council

UK Framework Levels: RQF Level 3 / SCQF Level 6 / CQFW Level 3

2017, Hong Kong

ZUIT, HUIIG KUIIG

Web Develop, IT Fundamentals, Network Fundamentals, Cybersecurity Essentials

Skills

Programming: C#, JS, HTML5, PHP

• Concepts: OOP, Data Structures

• Game Dev: Win/Mobile/Web/AR/Motion

• Database: Oracle, MySQL

 Adaptability: Thrives under pressure, adjusts quickly to changes

 Problem Solving: Skilled at tackling complex issues

 Time Management: Efficient in task management and meeting deadlines

 Self-Learning: Quickly acquires new skills through self-motivation

Flexibility: Adapts well in fast-paced environments

Tools & Technologies

• Game: Unity, SparkAR, AR.js

Web: HTML5, PHP

• Database: Oracle, MySQL

• Design: PS, AI, PR

 Hardware & Networking: Basic knowledge of hardware components, network infrastructure

Visa

British National (Overseas) visa

August 1, 2027

Languages

• English : Intermediate

• Japanese : Fluent

• Cantonese : Native

• Mandarin : Intermediate

Profile

LinkedIn
WEB Portfolio
Github
Youtube