

CAREER PROFILE

Game Programmer with 1 year of experience developing mobile games using Unity. Understand design principles like composition over inheritance, and adopted data-driven design to easily create game levels. Learning about automatization and CI/CD in games to increase efficiency.

WORK EXPERIENCES

Junior Programmer

2021 - 2022

Minidragon

- Run the game *Tiny Fantasy* with a team.
- Develop and distribute new content through new builds and Addressables, which is an asset management system like Asset Bundles;
- Respond to player requests like account issues, feature requests, bug fixes;
- Modify parameters and skills of equipments, characters and enemies to maintain game balance;
- Use *I2Localization* to localize the game; and
- Version control using Git.

Unity developer (part-time)

2019 - 2020

Mint-asia

- Develop an educational competitive game with a team of 5 members, using Unity and Photon.
- Teach players about war strategies and history events through developing in-game missions.
- Use Unity terrain system to create the battlefield.

PROJECTS

[Hectic Bins](#) - A game originally made for a game jam - Ludum Dare 52. Got 112th out of 1641 submissions in the fun category as a result. Later ported to mobile and listed on Google Play.

[Ninja Dash](#) - After learning from an online course and various other resources about programming, I was curious how those design patterns could be implemented in Unity and created this endless runner game as a practice.

[GMO Forest](#) - Educational game about DNA and RNA, using the genre tower defense as a media. Player needs to collect pieces and use them to build a tower that matches the type of the enemy, mimicking how our immune systems kill virus.

TECHNOLOGIES *sorted by the time that I'm exposed to the tools*

Unity & C#

Git & GitHub

Lua, Python, JS

Unity Gaming Service

Firebase

Kenneth Yu

Unity Programmer

 kennethyu1224@outlook.com

 [uyhtennek.github.io](https://github.com/uyhtennek)

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EDUCATION

BSc in Multimedia

THEi (IVE)

2017 - 2021

LANGUAGES

English (Intermediate)

Mandarin (Intermediate)

Cantonese (Native)

INTERESTS

ACG

Movie

Coding

OTHER SKILLS

Web dev (Flask, Django)

LÖVE 2D (+ Box 2D)

Video editing (Olive)

3D modelling (Blender)