



## CAREER PROFILE

Game Programmer with experience developing mobile games for one year and have been using the Unity engine for 2 years. 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 for more than 7 events;
- Run a Discord community with dozens active players and respond to their account issues, feature requests, bug reports;
- Profile the game to improve lags and freezings. One example is applying object pooling to UI game objects to remove freezing caused by loading.
- Develop a game feature, which works much like an idle game where player rents out resources and gain more resources in return after some hours. So that the game gains retention.

### Unity developer (part-time)

2019 - 2020

Mint-asia

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



## CERTIFICATIONS

### CS50's Introduction to Game Development

Harvard University

2023

[cs50g](#)

Complete 12 projects, mostly using Löve 2D. Allow me to understand game concepts like Entity Component System and design concepts like state stack, data-driven design.

### CS50x

Harvard University

2022

[cs50x](#)

Complete 18 assignments and 1 final project, for learning from C, memory, data structures, then Python and SQL, then ends with the Internet, web development and session.



## 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[Hectic Bins](#) - A game originally made for a game jam - Ludum Dare 52.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.

# Kenneth Yu

Unity Programmer



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## SKILLS

Unity & C# (Intermediate)

Git & GitHub (Intermediate)

Lua, Python, JavaScript

Unity Gaming Service, Firebase

Flask, Django, SQLite (beginner)

Blender

## EDUCATION

### BSc in Multimedia

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2017 - 2021

## LANGUAGES

English (Intermediate)

Mandarin (Intermediate)

Cantonese (Native)

## INTERESTS

ACG

Movie

Coding