

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 for games to increase efficiency.

WORK EXPERIENCES

Junior Programmer
Minidragon

2021 - 2022

- 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)
Mint-asia

2019 - 2020

- 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. Teach me about concepts like Entity Component System and designs 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[Hectic Bins](#) - A game originally made for a game jam - Ludum Dare 52.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

 kennethyu1224@outlook.com

 uyhtennek.github.io

 6315 6037

SKILLS

Unity & C#

Git & GitHub

Lua, Python, JavaScript

Unity Gaming Service, Firebase

Flask, Django, SQLite

Arduino

EDUCATION

BSc in Multimedia

THEi (IVE)
2017 - 2021

LANGUAGES

English (Intermediate)

Mandarin (Intermediate)

Cantonese (Native)