

KENNY CHEUNG

I QUALIFICATION AND SKILLS

- Programming in Python, Java, C# in Unity, HTML & CSS
- 3D Asset Generation Pipeline including Model Texture, Rigging and Animation
- Adobe Photoshop, Illustrator, AfterEffect, Premiere Pro
- Fluent in English, Mandarin, Cantonese

I WORK EXPERIENCE

YSA Camp | Programming Instructor

Fall 2019 - present

- Teach groups of students programming in Python, C#, Java
- Prepare students for Canadian Computing Competition

Torus Biomedical Solutions Inc. | Software Quality Assurance, UX/UI Designer

Spring 2019 - Summer 2019

- Heavily Involved in the system's Usability and Stability Testing
- Designed User Interface Flow and Visual for a Medical System
- Built User Interface with 2D assets generated
- Coded minor part of User Interface with C# and Unity Engine

I PROJECT EXPERIENCE

Finished Raccoon Bikini Game - Game Jam | Unity Programmer

Fall 2019

- Participated in Ludamdare 2019, rated overall 23rd place out of 2613 entries
- 2D level building game with unique mechanics and carefully crafted levels
- Implemented game mechanics in Unity C#
- Designed and play tested levels to ensure the quality of user experience

GAMESBOND | PHP and SQL Data Developer

Fall 2018

- Developed a game review and rating website with database of games and ratings
- Project was invited to be presented at the FCAT undergraduate conference 2019
- Implemented most of main features including backend SQLite database management and front end HTML/CSS/Javascript user interface

KABOOM - SquareOne Studio | 3D Modeller, Environmental Designer

Summer 2018

- Modelled and textured high fidelity human character and tanks
- Designed the aesthetic of a deserted wasteland with obstacles as a battleground
- Learned the advance workflow of uv-mapping, occlusion baking.
- Worked with the other animation team members to refine the animations

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I PROJECT EXPERIENCE

VRVR Golf – Immersive Environment Course | 3D Modeler, Unity Programmer Spring 2018

- Designed and modeled in-game 3D assets in Maya
- Implemented main features such as teleportation mechanics through Unity Editor
- Designed visual effects including shattering physics and water reflection
- Designed user-friendly UI and streamlined tutorial

KaijuLab | Environment Modeller, Unity Programmer Spring 2018

- Developed and polished a 3d monster city destruction sandbox game with monster breeding mechanics
- Programmed main features including monster breeding and city destruction
- Focused on monster breeding mechanics which involve constructing a monster from the traits of two animals
- Conducted play tests to improve experience for monster control

Kactus Und Panzer – Animation Course | 3D Modeler, Animator, Texturer Spring 2017

- Modeled and textured realistic objects based on references and blueprints
- Animated models into short sequences based on shots list and storyboards
- Textured and rendered photo realistic video
- Worked on post processing of the video through sound effects and video editing

I MANAGEMENT AND MENTORSHIP

TechBytes Tutoring Team | Programming Language Tutor Spring 2016 – Spring 2019

- Hosted tutorials for classes of 20 students each semesters
- Guide students through process of implementing game mechanics with Uniy C#
- Provided tutorials for various other softwares

Surrey Ping Pong Club @ SFU | President Fall 2016 – Spring 2019

- Responsible for managing the club's finance, events, and bookings
- Directed and supervised overall operations and staff activities of the club.

I EDUCATION

Simon Fraser University | Undergraduate 2014 – Present

- Interactive Arts and Technology (SIAT) program
- Concentrated in information system
- Expected to Graduate in summer 2020