

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

Virtro Technology Inc. | Software Developer

August 2020 - present

- Designed and built framework systems that bridge backend and frontend logics
- Managed AWS and Azure services, and built systems abstracting usages
- Ensured systems scalable and maintainable
- Responsible as consultant for app developer for framework systems implementation
- Developed frontend XR app feature with C# and Unity Engine as app developer

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

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I PROJECT EXPERIENCE

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

- Created a VR golf game for Oculus Rift with C# in Unity
- Implemented main features such as teleportation mechanics
- Improved accessibility by designing features around ux and constraints of VR
- Designed visual effects including shattering meshes

KaijuLab | 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

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

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 | Bachelor of Science Fall 2014 – Summer 2020

- Interactive Arts and Technology (SIAT) program
- Concentrated in information system
- Graduated in summer 2020