Teoh Rui Rong

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Skills

Hard Skills
- Unity
- Unreal Engine
- Maya
- Adobe After Effect
- Adobe Animate
- Adobe Premium Pro
- C and C++ Programming

Soft Skills
- Communication skills
- Problem Solving skills
- Teamwork
- Innovative
- Creative
- Time Management

Language

English

Chinese

Malay

Award

- Dean List Award in 2024/09

About Me

A motivated Digital Media Technology student at Xiamen University Malaysia seeking an internship opportunity to apply academic knowledge and gain hands-on experience in game development using tools such as Unreal Engine and Unity, while supporting operational efficiency and innovation through practical development work.

Education

Xiamen University Malaysia

Bachelor of Engineering in Digital Media Technology with Honours — **Sep 2022 - Present**
- CGPA: 3.70/4.00 (ranked 8 out of 59)
- Dean List Awarder

Foundation in Science (Physical Science) — **Aug 2021 - July 2022**
- CGPA: 3.26/4.00
- Awarded XMUM 25% Merit Scholarship

Extra-Curricular

DMT Student Showcase 2025

Secretary Leader — **Apr 2025 - Oct 2025**

- Led the secretary team in managing all documentation, including proposals, reports, application letters, and meeting minutes.
- Responsible for record management such as attendance tracking, progress documentation, and internal announcements.
- Coordinated with committee members to ensure accurate information flow and timely documentation.

Project

2025

Hallucination (FYP) — **Sep 2025 - Jan 2026**

- Developed a 3D PC-based first-person horror game using Unity to study player tension and engagement
- Implemented three enemy behavior systems using Unity's AI navigation system: constant-chasing, jump-scare, and scene-triggered chasing

The last light of divinity — **Sep 2025 - Jan 2026**

- Developed a 3D PC-based third-person action-adventure game using Unreal Engine
- Implemented environment design and waypoint-based navigation using Unreal Blueprints

The Three Little Pigs (AR Storybook)   **Sep 2025 - Jan 2026**

- Developed an AR storybook application based on The Three Little Pigs for children aged 7–12 years old using Unity's built-in Vuforia Engine
- Implemented simple interaction systems and mini-games to support immersive and engaging storytelling

The Last Witch Soul   **Sep 2025 - Jan 2026**

- Developed a creative puzzle ball game using Unreal Engine with narrative elements
- Implemented core gameplay systems, including ball movement, interaction, item collection and simple puzzle mechanics

Backrooms: Hunt for Escape   **Apr 2025 - Aug 2025**

- Developed a 3D PC-based multiplayer PvP FPS game in a backrooms-themed environment using Unity and Photon
- Implemented core gameplay mechanics, including shooting, ammo refilling, point collection and health recovery

Lost Era: Crystal Hunt   **Apr 2025 - Aug 2025**

- Developed a 3D PC-based multiplayer PvE adventure game set in a historical-themed environment
- Implemented core gameplay systems, including shooting, special skills, spot hiding, item collection and interaction and enemy chasing using Unity's AI navigation (NavMesh)

2024

Merlin's Curse   **Sep 2024 - Jan 2025**

- Developed a 3D PC-based open-world third-person adventure game with five levels using Unity
- Implemented core puzzle gameplay systems, including interaction, item collection, puzzle-trigger mechanics and multiple puzzle managers for different puzzle types (sequence-based, maze-based, and jigsaw puzzles)

Hollow Nightmare   **Sep 2024 - Jan 2025**

- Developed a 3D endless runner game set in a Halloween-themed environment
- Implemented core gameplay mechanics, including running and jumping movement, lane-swiping controls, obstacle avoidance, coin collection, point-tracking system and endless track spawning system

Survival Island   **Sep 2024 - Jan 2025**

- Developed a 3D VR survival-themed game set on a deserted island using Unity
- Implemented core gameplay systems, including interaction and item collection using XR Grab Interactable and XR Socket Interactor scripts

Viral Havoc   **Apr 2024 - Aug 2024**

- Developed a 3D PC-based FPS game using Unity with three levels
- Implemented core gameplay systems, including shooting mechanics, ammo refilling, enemy attack behavior, health and damage systems and environment design

The Eyeball Adventure   **Apr 2024 - Aug 2024**

- Developed a 3D narrative-driven ball game with an eyeball protagonist across two levels
- Implemented core gameplay systems, including ball movement, item collection and OnTriggerEnter-based interactions