

EDUCATION

Bachelor of Computer Science (Hons), Multimedia University (MMU), Malaysia March 2017 - June 2020

- Expect to graduate in June 2020. Current CGPA 3.76/4.00 (Final trimester excluded)
- Specialized in Game Development

EXPERIENCES

Freelance Front-end Web Developer Remote March 2017 – Sep 2018

- Involved in building the front-end of a web-based system for Parcel Daily, Axvel Sdn. Bhd..
- Developed and deployed static pages for Cintalam Sdn. Bhd..
- Tech Stack: *node.js (vue.js), Javascript, CSS, PHP (Laravel)*

Game Programmer at Xhinobi Internship April 2019 – June 2019

- Co-ordinated the development of a string-shooting style mobile game for the company.
- Tech Stack: *C# (Unity), ADB Tools*

NOTABLE PROJECTS

Bubble Tower [VR PC Game] [CLOVR] [Custom Console]

- A VR breathing game played with a custom built console that can detect human breath.
- Demo video: <https://youtu.be/KSCeF8kHHwg>

Spacebeat [VR Mobile Game] [Google VR]

- A VR rhythm game where players can control the input by just moving their head.
- Demo video: <https://youtu.be/yvNSYhMm634>

AR Cube [AR Mobile Game] [Google ARCore]

- A 3D AR mobile puzzle game. Features the famous 3-matches mechanics similar to Zuma, Puzzle Bobble (or known as Bust-A-Move) and Candy Crush.
- Demo Video: <https://youtu.be/JT7iQn5R4l0>

Jukebox Extended [Minecraft] [Spigot Plugin]

- A Spigot plugin that allows players to play custom music using jukebox and discs in Minecraft.
- Resource page: <https://www.spigotmc.org/resources/76963> (Demo video and source code included)

LANGUAGES & TECHS

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- Techs: Java (Maven), C# (Unity), C++ (SFML), node.js (vue.js), Python (Flask)
 - Tools: Game Maker: Studio, Unity, UE4
 - Language: English, Malay, Chinese

HONOUR & AWARDS

3 Days of Code 2018 Hackathon First Runner-up

- Developed a prototype mobile app for attendance checking using face recognition technologies.
- Tech Stack: *node.js, face-recognition.js, ReactNative, MySQL*

VR Hackathon 2018 Consolation Prize

- Constructed a VR system that is able to control and oversee the real-world factory machines system.
- Tech Stack: *C# (Unity), Flask-IO, Arduino (UNO), Socket.IO*

Pos Aviation Hackathon 2019 Second Runner-up

- Innovated an airport navigation prototype mobile app with the power of AR and voice recognition.
- Tech Stack: *C# (Unity), Google ARCore*

ADDITIONAL EXPERIENCES

Minecraft server lead of IT Society MMU

June 2018 - Present

- Perform administration tasks, server maintenance and building up community.
- Development of server official website, Discord bot.

Mentor of Web App Workshop and Python Workshop organized by IT Society

Feb 2018

- Guidance on web front-end development and Python basics.