Wong Yuen Lam

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SUMMARY	Skilled Game programmer, specializing in frontend gameplay programming. Having a solid knowledge of code structure, more than 2 years of working within Unity and C#
SKILLS & ABILITIES	- Proficient in using Unity, C#, - Experienced making 2 games from scratch single-handedly and launched to itch.io. - Experienced in Unity multiplayer using Photon PUN 2. - Experience deploying applications to ios, android and pc. - Prototype more than 10 games - Knowledge of Computer Graphic, OpenGL shader. - OOP knowledge of C++. - Able to develop structured and designed code.
RELEVANT EXPERIENCE	**CG Runner - Course Project** April 2022 - Created a multiplayer infinite runner game. - https://yuenlfelix.itch.io/cg-runner **Brackeys Game Jam 2021.2** Dates From August 22th 2021 – August 28th 2021 - Created a game called GroWhaos based on the theme "LET THERE BE CHAOS" - https://yuenlfelix.itch.io/brackeys-game-jam-growhaos **Other Games** - Actively making games/game prototypes - https://yuenlfelix.itch.io/
EDUCATION	**BSc of Computer Science (CST) – Hong Kong Baptist University** 2019 - 2022 - Specialize in software design and architecture, programming pattern design. **COMP4025 Interactive Computer Graphic - Hong Kong Baptist University** - Three.js, OpenGL, graphic pipeline, 3D Maths. **Complete C# Unity Game Developer 2D & 3D, RPG series, and more - GameDev.tv** - Familiar with Unity and C# programming.

OTHER ACCOMPLISHMENTS	● Made more than 5 mini-game projects while learning game development.
	Other
	● Experienced in Node.js backend API development.
	● Experienced in Java Network programming.