

# HOI MAN YUEN

## UNITY ENGINEER

**Nationality:** British  
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## PROFILE

Unity Developer and programmer with around 7 years of professional experience, specialised in Unity and C#.

What first pulled me into game development wasn't scale but the ingenuity of the small, inventive Flash games I grew up playing. That early curiosity grew into a passion for building interactive experiences and still drives how I approach challenges creatively, technically, and with a focus on crafting meaningful, enjoyable work.

Outside of development, I pursue photography, from street scenes to wildlife, while also enjoying board games with friends and family. I remain passionate about indie video games, creating small projects and game jam entries to experiment with new ideas and mechanics. These outlets let me explore my creativity and craft something unique outwith my day-to-day.

## WORK EXPERIENCE

### Unity Engineer - Xploro Ltd., UK

Jan 2024 - Dec 2025

- Researched and developed seven games and interactive content using AR, body-tracking, and other emerging technologies.
- Built efficient UI systems, including colour theming, Arabic layout support, and large-scale performance optimisations.
- Accelerated development and game-balancing workflows by creating a unified game framework and multiple internal Unity Editor tools.
- Improved maintainability and readability of the codebase by refactoring legacy systems and architectures.
- Reduced potential production issues through close collaboration with game designers and artists across the entire development cycle.

### R&D Engineer / Unity Engineer - Hactis Ltd., Hong Kong

Aug 2019 - Mar 2023

- Led the design and development of a general-purpose multiplayer VR content-creation system.
- Developed a range of VR gamified interactive applications for training and experiential use cases.
- Created procedurally generated graphics and shaders to deliver UI and visual enhancements for both new and existing VR solutions.
- Improved development efficiency by building abstraction tools and reusable Unity plugins.

### Summer Intern - Versitech Ltd., Hong Kong

Jun 2018 - Aug 2018

- Developed an AR first-person shooter for exhibition booths, designing gameplay mechanics and implementing AR functionality.
- Created a VR matching game for exhibition booths, optimising interaction and visuals for live demonstrations.

### Unity Programmer - Uniques Digital Game Ltd., Hong Kong

Sep 2014 - Jul 2015

- Developed an AR first-person shooter for exhibition booths, designing gameplay mechanics and implementing AR functionality.
- Created a VR matching game for exhibition booths, optimising interaction and visuals for live demonstrations.

## OTHER PROJECTS

### Remote Stranding at [https://hoimankyu恩.itch.io/remotestranding](https://hoimankyuен.itch.io/remotestranding)

- A top-down space shooter about fighting and resource gathering to seek help

### Club Grenade at <https://innowings.engg.hku.hk/club-grenade>

- A couch co-op action game about defeating enemies with grenades

### Budget Shop Simulator at <https://hoimankyu恩.itch.io/budget-shop-simulator>

- A simulation game about working through chaotic shifts at the till

## SKILLS

### Specialised Skills: Unity3D, C#, Git

**Engineering Skills:** Gameplay Programming, Architecture Design, UI Programming, Shader Programming, Optimisation & Profiling, Tooling & Maintenance, VR/AR

**Other Skills:** C++, Java, HLSL, Blender, Adobe Photoshop, Audacity, JIRA

**Languages:** English, Chinese(written), Cantonese (spoken), Japanese

## EDUCATION

### The University of Hong Kong, Hong Kong

2015 - 2019

Bachelor of Engineering, Major in Computer Science

### School of Continuing and Professional Studies, CUHK, Hong Kong

2012 - 2014

Higher Diploma Programme in Computer Game Development