

# Hoi Man Yuen

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## PROFESSIONAL PROFILE

I am a Unity developer and programmer with over 4 years of experience designing and developing video games and interactive edutainment software using C# and Unity3D. From system and game design, graphics, development, and UI/UX to testing, my training in Computer Science, multidisciplinary knowledge and problem-solving skills enable me to take on most tasks independently or as part of a team. Still, I am eager to learn and improve on my expertise, and I aim to further progress into the video game industry.

## WORK EXPERIENCE

- R&D Engineer / Software Developer at Hactis Ltd., Hong Kong** 08/2019 - 03/2023
- Initiated, researched, designed, led and developed a general-purpose multiplayer VR content builder using Unity3D and C#
  - Developed various VR gamified interactive applications using Unity3D and C#
  - Developed multiple UI and visual enhancements for existing and new VR solutions by creating procedurally generated graphics and shaders
  - Increase development efficiency by developing abstraction tools and reusable plugins
- Summer Internship at Versitech Ltd., Hong Kong** 06/2018 - 08/2018
- Developed an AR FPS minigame and a VR matching game for exhibition booths using Unity3D and C#
  - Provided multiple game design proposals according to requirements
  - Performed research and provided solutions to account for resource constraints
  - Implemented game designs into completed products
  - Conduct tests to ensure product quality and user experience
- Game Programmer at Uniques Digital Game Ltd., Hong Kong** 09/2014 - 07/2015
- Developed new mechanics for a mobile game using Unity3D and C# (Naval Front-line)
  - Implemented new input system and gameplay elements
  - Designed and implemented new gameplay content and levels
  - Conducted tests and maintenance on existing game systems
- Game Developer (Part-time) at Memoriki Ltd., Hong Kong** 04/2014 - 07/2014
- Developed new mobile games using Unity3D and C#
  - Developed related utility GUI programs using C#
  - Provided designs used in game development

## OTHER PROJECTS

- Work-in-progress game prototype at <https://github.com/hoimankyuen/DicingHeros>
  - A turn-based strategy game with physics about dice
- Experimental game prototype at <https://github.com/hoimankyuen/PlaneTactics>
  - A turn-based gridless strategy game about plane battles
- University game project showcase at <https://innowings.engg.hku.hk/club-grenade>
  - A multiplayer lite action game about defeating enemies with grenades

## LANGUAGE AND TECHNICAL SKILLS

**Programming Language:** C#, C++, HLSL  
**Programming IDE:** Visual Studio  
**Operating System:** Microsoft Windows  
**Version Control System:** GIT  
**Software & Tools:** Unity3D, Adobe Photoshop, Blender  
**Written & Spoken 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