

# HOI MAN YUEN

UNITY ENGINEER

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 hoimankyuen

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 hoimankyuen.github.io/

## 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

### SPECIALISED SKILLS

- **Unity 3D**
- **C#**
- **Git**

### ENGINEERING SKILLS

- Gameplay Programming
- Architecture Design
- Tooling & Maintenance
- UI
- VR/AR

### OTHER SKILLS

- C++
- Java
- HLSL
- Blender
- Adobe Photoshop
- Audacity
- JIRA

### EDUCATION

The University of Hong Kong, Hong Kong  
2015 - 2019

#### **Bachelor of Engineering, Major in Computer Science**

School of Continuing and Professional Studies, CHUK, Hong Kong  
2012 - 2014

#### **Higher Diploma Programme in Computer Game Development**

### LANGUAGES

- English
- Chinese (written)
- Cantonese (spoken)
- Japanese

### OTHER PROJECTS & ACHIEVEMENTS

-  Remote Stranding
-  Club Grenade
-  SMoC: Self-Modifying Claymore
-  Alkimia Shadowing
-  Budget Shop Simulator

### **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 - July 2015

- Developed new mechanics and levels for a mobile MMO (Naval Front-line)

### REFERENCES

Russell Anderson  
Lead Engineer @ Xploro

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*Further references available upon request*