

IAN CI-HIN SHUM

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PERSONAL PROJECTS

First RPG Game

GitHub Link: https://github.com/ianshum/P_01_Pixel_TopDown_RPG

July 2022 – October 2022

- Made an RPG game with pixel graphics and top-down view in Unity.
- Designed and fine-tuned experience and gold system by adjusting and calculating suitable drop to ensure smooth and balanced gameplay system.
- Designed combat system, including enemies with various positive and negative buffs, attack range detections, and player's armour and weapon with different stats and buffs.
- Created custom attack animations for character and enemies.
- Worked on essential User Interface (UI) which included Main Menu, Heads-Up Display (HUD), Player Menu, Death Menu, Dialog Box, Notification Pop-up, and Confirmation Pop-up.
- Designed custom maps for the player to move across for different operations during the gameplay.

WORK EXPERIENCE

XII Braves Pte. Ltd.

Junior Software Engineer (Valiant Force II)

November 2022 – June 2023

- Developed game features for a newly launched mobile game, including front-end user interface and game logic by utilising asynchronous programming.
- Worked closely with server engineers to turn game designs into actual gameplays.
- Integrated with team members to produce maintaining readable, expandable, and efficient game code for optimized gameplay performance.
- Coordinated with Game Designer Department and Art Department to generate concrete solutions in mitigating the discrepancies between the game design, technical viability, and art representation.
- Actively involved in extended sessions of bug fixing periods to eliminate bugs for a smoother game experience for players.
- Took on the role as a midnight and weekend support to provide timely support for any live gameplay blockers.

Fusionex Group

Solution Consultant

January 2021 – June 2022

- Developed back-end Application Programming Interface (API) as solutions for handling data and information to fulfil business requirement of a loaning system.
- Built front-end user interface for an admin portal for business users' daily activities such as managing loan cases, and for a client portal to facilitate loan application and loan status checking.
- Carried out independent technical investigation and research to identify possible solutions for roadblocks in code development and code debugging.
- Performed various testing to ensure the completeness, reliability, and robustness of the system.
- Collaborated with other departments in building a customized loaning portal that is integrated in another system with aggressive deployment timeline.

Roche (Malaysia) Sdn. Bhd.

Programme Manager Coordinator – Intern

January 2020 – March 2020

- Liaised closely with business executives from various locations seeking to identify key high-level business values and obtain insights into improvement of a developing healthcare programme.
- Designed and setup a preliminary website to provide updates to all individuals involved in healthcare programme.
- Prepared communication slide-packs and an initial business case document for high-level project management team and senior sponsors.

ACADEMIC PROJECTS

Enterprise Application Development for Ler Lum Advisory Services Sdn. Bhd.

Project Manager, Lead Programmer

August 2019 – July 2020

- Designed a user interface that is tailored to the user's requirement and business operations.
- Constructed algorithms on unit modules and integrated them into a Minimal Viable Product (MVP).
- Utilised an agile project management tool to manage activities and efficiently delegate responsibilities to team members.
- Achieved 92% for the degree's final year project.

EDUCATION

University of Wollongong, Australia

July 2017 – July 2020

Bachelor of Computer Science (Major in Software Engineering)

Graduated with Weighted Average Mark of 86.54% (Distinction / First Class Honour Equivalent)

Academic awards: Most Innovative Student Award (2020), Dean's Merit Award (2017, 2019, 2020), Academic Excellence Award (Semester 2 2019, Semester I 2019, Semester 2 2018, Semester 1 2018, Semester 2 2017)

SMJK Sam Tet, Ipoh

March 2016

Sijil Pelajaran Malaysia (SPM)

10As (8A+, 1A, 1A-) including A+ in Advanced Mathematics and Physics

SKILLS

Languages	Mandarin (Native), Cantonese (Native), English (Native), Malay (Advanced)
Programming Language	C# (Intermediate), Typescript (Intermediate), JavaScript (Intermediate), SQL (Intermediate), HTML (Intermediate), CSS (Intermediate), Python (Beginner)
Framework	.NET Framework (Intermediate), Angular (Beginner)
Software Application	Visual Studio (Intermediate), Unity (Intermediate), MySQL Workbench (Intermediate), Microsoft SQL Server (Intermediate), Blender 3D (Beginner)
Source Control	Git (Intermediate)

REFERENCES

Samuel Fu

Solution Architect at Fusionex Group
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Kevin Tan

Unity Software Engineer
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Yunxu Chen

Tech Lead at XII Braves Pte. Ltd.
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