# IAN CI-HIN SHUM

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## PERSONAL PROJECTS

#### First RPG Game

GitHub Link: <a href="https://github.com/ianshum/P">https://github.com/ianshum/P</a> 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 concreate 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 tofulfil 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 systemwith 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), C++ (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	Kevin Tan	Yunxu Chen
Solution Architect at Fusionex Group	Unity Software Engineer	Tech Lead at XII Braves Pte. Ltd.
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