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 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 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), **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
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Unity Software Engineer
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