LOW YONG SENG

TECHNICAL GAME DESIGNER
GAMEPLAY PROGRAMMER

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Low Yong Seng in

SKILLS

Gameplay Mechanic Design
Comfortable

Unity C# Programming
Comfortable

Unity Engine
Comfortable

3D Modelling
Fundemental

Level Design
Comfortable

Sound Design
Comfortable

Soundtrack Composition
Comfortable

Project Management
Comfortable

LINKS

🎮 itch.io

GitHub

Portfolio Website

EDUCATION

Asia Pacific University of Technology and Innovation (APU)

BSc (Hons) in Computer Games Development

March 2024 - Present

PROFESSIONAL SUMMARY

2nd Year Computer Games Development student with strong technical proficiency in C# and Python. Passionate about game stability, player experience, and auditory immersion with hands-on experience in developing custom gameplay mechanics, and project management. Seeking to leverage programming skills as a Gameplay Programmer to develop and maintain functional, stable gameplay mechanics and contribute to a polished player and auditory experience.

EXPERIENCE

Technical Project Lead & Systems Developer

"Ah Boy! Asian Chores Be Like…"

- Led a 4-person multidisciplinary team of artists and programmers to successfully develop and deliver a chore simulation prototype.
- Managed project workflow, team assignments, and design decisions to ensure alignment with the core vision and delivery timeline.
- Served as a Gameplay Programmer, developing core game logic and systems.
- Engineered and implemented specialized managers for task handling, including state management for win/loss conditions and overall game flow control.

Gameplay Programmer and Lead Audio Developer

"Mycoblast"

- Designed, implemented, and mastered all in-game sound effects to ensure auditory immersion and responsiveness.
- Composed and implemented original in-game soundtrack, providing two variants for dynamic background soundtrack.
- Developed "Parry" mechanic and "Blood Splatter" special effect for game polish.

Gameplay Programmer

"Gasing Guardian"

- Programmed and implemented the core player movement system (walking, jumping, etc.), ensuring responsive and precise player control.
- Developed the base attack system logic (subsequently built upon by teammates), establishing the fundamental combat interactions.
- Designed and blocked out two complete levels, featuring meticulous platform placement and strategic death zones to achieve the desired difficulty curve.