

Alexander Kam Zhan Yue

Junior Game Programmer

📍 Melbourne, Australia ✉ kamzhanyue@gmail.com 🌐 kam-zhan-yue 📁 Portfolio

Profile

Aspiring game developer and current student with a strict work ethic, endless diligence, and problem-solving skills. Constantly searching for new opportunities to learn and improve through personal development, in software and in leadership

Professional Experience

02/2021 – 01/2022 Cyberjaya, Malaysia	Programming Apprentice (Full Time) , <i>Kurechii</i> 🔗 <ul style="list-style-type: none">• Provided programming assistance for Postknight 2 on iOS and Android during Early Access to Full Release• Primarily helped the development of robust UI code in Unity and C#• Designed enemy behaviours and VFX with PlayMaker FSMs and Particle Systems• Implemented a modular achievement system using event-based architecture
01/2021 – 06/2021 Putrajaya, Malaysia	Software Engineer Intern (Part Time) , <i>Pathlab</i> 🔗 <p>Developed an Internet Point-of-Sales Webapp to view realtime transactions and print receipts for internal staff across 40+ Pathlab branches internationally using Javascript, PHP, and MySQL.</p>
02/2019 – 08/2019 Cheras, Malaysia	Volunteer Game Development Tutor , <i>Ruth Education Centre</i> 🔗 <p>Coordinated a comprehensive 13-week program to introduce a class of 14 Chin refugee students to game development through Java and Processing.org.</p>

Education

2022 – 2024	University of Melbourne - Bachelor of Science , <i>Computing and Software Systems</i>
2008 – 2020	Australian International School Malaysia , <i>99.95 NSW ATAR</i>

Honours and Awards

NSW High School Certificate State Ranks

- 2nd in Software Design and Development (of 1,737)
- 2nd in Economics (of 5,010)
- 9th in Mathematics Advanced (of 16,772)

Universirty of Melbourne Chancellor Scholar

AIMS Male Vice Captain 2020

Deputy President THIMUN Singapore 2019

Bronze and Silver Duke of Edinburgh Awards

Skills

Unity & C# Development	● ● ● ● ●	Full Stack Web Development	● ● ● ● ●
Version Control & CI/CD	● ● ● ● ●	Game Design	● ● ● ● ●