

Alexander Kam Zhan Yue

Junior Game Programmer

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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

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| 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

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| 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)

University of Melbourne Chancellor Scholar

AIMS Male Vice Captain 2020

Deputy President THIMUN Singapore 2019

Bronze and Silver Duke of Edinburgh Awards

Skills

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