

# 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. Searching for new opportunities to learn and improve through personal development, in software and in leadership

### Professional Experience

Aug 2023 – present Kyoto, Japan	<b>Unity Programming Intern (Full Time)</b> <i>Skeleton Crew Studio</i>  <ul style="list-style-type: none"><li>• Revamped and improved UI design and programming workflows using an Event-based architecture designed around scriptable objects and Unity Atoms </li><li>• Implemented grabbable objects and interactions using Autohand and Unity XR to develop a dynamic playground in a Meta Quest 2 VR game</li><li>• Developed networked game mechanics on a multiplayer turn-based board game using Photon Fusion </li></ul>
Feb 2021 – Jan 2022 Cyberjaya, Malaysia	<b>Programming Apprentice (Full Time)</b> <i>Kurechii</i>  <ul style="list-style-type: none"><li>• Provided programming, QA, and technical art assistance for Postknight 2 on iOS and Android during Early Access to Full Release</li><li>• Worked closely under the tutelage of the lead UI programmer and UI/UX designer to independently develop and debug 20+ responsive and unique UI panels</li><li>• Combined game design with programming by designing 4 boss and 15+ enemy behaviours and VFX with PlayMaker FSMs and Particle Systems</li><li>• Implemented a modular achievement system using event-based architecture</li></ul>
Jan 2021 – Jun 2021 Putrajaya, Malaysia	<b>Software Engineer Intern (Part Time)</b> <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>

### Education

Jan 2022 – Jul 2025	<b>University of Melbourne - Bachelor of Science</b> <i>Computing and Software Systems</i>
Apr 2023 – Sep 2023	<b>Kyoto University - Study Abroad</b> <i>KUINEP Spring Semester</i>

### Honours and Awards







<b>NSW High School Certificate State Ranks</b> <ul style="list-style-type: none"><li>• 2nd Software Design and Development (of 1,737)</li><li>• 2nd Economics (of 5,010)</li><li>• 9th Mathematics Advanced (of 16,772)</li></ul>
<b>University of Melbourne Chancellor Scholar</b>
<b>AIMS Male Vice Captain 2020</b>
<b>Deputy President THIMUN Singapore 2019</b>
<b>Bronze and Silver Duke of Edinburgh Awards</b>

### Skills

Unity & C# Development	<div><div></div></div>
UI Programming	<div><div></div></div>
Version Control & CI/CD	<div><div></div></div>
Full Stack Web Development	<div><div></div></div>
Game Design	<div><div></div></div>
Python	<div><div></div></div>
C/C++	<div><div></div></div>

## Projects

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Sep 2023	<b>Sleepwalker</b>  A 2D top-down action RPG where only a sleepwalking assassin can save the world from eternal slumber. Developed in 3 week for the UniMelb Game Maker's Club (UMGMC)'s Inaugural Game Jam. Developed a State pattern-based system and Event-based architecture to design character actions, UI, and dialogue.
Feb 2023	<b>Upbeet</b>  A highway-style rhythm game where root veggie musicians play their local beats. Developed in 48 hours for Global Game Jam 2023, held in Kyoto, Japan. Designed a custom beatmap editor to rapidly test and create beatmaps on-the-fly within the Unity Editor using Odin Inspector.
Sep 2022	<b>One Last Drink</b>  A bartending roleplaying game where you must craft creative concoctions of cocktails to satisfy your customers' cravings! Developed in 30 hours for Catalyst 2022, a University of Melbourne Hackathon. Assumed the role as the project lead, managing a team of three while developing a dynamic dialogue system using DOTween Sequences.
Apr 2022	<b>Green Path</b>  A web application developed for Codebrew 2022, the University of Melbourne's largest hackathon. Created in 48 hours using Spring Boot, React, and various Google Maps APIs in order to calculate the total carbon emissions for routes to discover the total impact a commuter has on the environment every time they travel.
Jan 2020 – Sep 2020	<b>Ascension</b>  A 2D dungeon crawler rogue-like that sees an adventurer navigate through randomly generated levels. This was created as a Major Project for the HSC Software Design and Development Coursework. The game was produced in Unity and coded in C# with assets sourced legally through relevant licences.
Jun 2019 – Aug 2019	<b>Enter the Arena</b>  A 2D top-down survival shooter developed in Unity and coded in C#. This project was made for the Preliminary HSC Software Design and Development Course in collaboration with Yuta Kataoka for a Year 11 Major Project.

## Interests

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**Bass Guitar** *(Played for 4 years in a high-school band and solo, performing in inter-school music competitions and school promotion events.)*

**Super Smash Brothers (Fighting Game)** *(Participates in local Smash Ultimate tournaments, tormenting unfortunate players with his one-trick Ridley)*

**Mechanical Keyboards** *(Curates and dreams of building high-end, customisable mechanical keyboards, drowning in a sea of overpriced keycaps and limited-edition boards)*

**Board Games** *(Expanding to the physical realm of games only translates into several-hour long games of Catan, backstabbing our loved ones in Munchkins, and relationship-destroying sessions of Coup)*

## Languages

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English, Japanese (N2 JLPT)