

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

Feb 2021 – Jan 2022
Cyberjaya, Malaysia

Programming Apprentice (Full Time)

Kurechii 

- Provided programming, QA, and technical art assistance for Postknight 2 on iOS and Android during Early Access to Full Release
- Quickly ramped up on existing codebases to eventually create robust and clean code for game mechanics, specialising in dynamic UI programming in Unity and C#
- 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
- Combined game design with programming by designing 4 boss and 15+ enemy behaviours and VFX with PlayMaker FSMs and Particle Systems
- Implemented a modular achievement system using event-based architecture

Jan 2021 – Jun 2021
Putrajaya, Malaysia

Software Engineer Intern (Part Time)

Pathlab 

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.

Feb 2019 – Aug 2019
Cheras, Malaysia

Volunteer Game Development Tutor

Ruth Education Centre 

Coordinated a 26-week program to introduce Chin refugee students to game development by coding Pong and Racing arcade games. Graded and passed 14 students on the basis of their use of Java and Processing to develop games.

Education

2022 – 2024

University of Melbourne - Bachelor of Science

Computing and Software Systems

2008 – 2020

Australian International School Malaysia

99.95 NSW ATAR

Honours and Awards

NSW High School Certificate State Ranks

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

University of Melbourne Chancellor Scholar

AISM Male Vice Captain 2020

Deputy President THIMUN Singapore 2019

Bronze and Silver Duke of Edinburgh Awards

Skills

Unity & C# Development

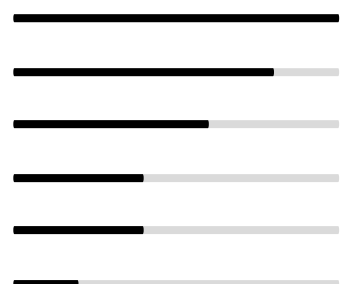
Version Control & CI/CD

Full Stack Web Development






Game Design

Python

C/C++



Projects

Feb 2023	Upbeet  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	One Last Drink  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	Green Path  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	Ascension  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	Enter the Arena  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

Japanese *(A mixture of self-taught and university classes over the course of 1.5 years culminated in a low-intermediate level of Japanese in an effort to better understand Japanese music and games)*

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)*