

# Alexander Kam Zhan Yue

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## EDUCATION

### University of Melbourne

Bachelor of Science, Major in Computing and Software Systems  
86.6 WAM, 99.95 ATAR

Melbourne, Australia

February 2022 - August 2025

### Kyoto University

KUINEP Spring Semester - Exchange Program

Kyoto, Japan

Completion Date: September 2023

## WORK EXPERIENCE

### Uptick

Junior Software Developer

Melbourne, Australia

November 2024 - present

- Fixed several high-priority bugs, utilising **Grafana** and **Sentry** to investigate sources of errors
- Enhanced existing data packing features using **AWS** and **S3** for QA test servers

Software Developer Intern

August 2024 - November 2024

- Uplifted legacy code into efficient **Single Page Applications** made in **React** and **Typescript**
- Utilised **Playwright** and **Cucumber** to write comprehensive acceptance tests to build confidence in the frontend
- Implemented supporting backend functions and unit tests using **Django** and **Python**

### Skeleton Crew Studio

Unity Programming Intern

Kyoto, Japan

August 2023 - January 2024

- Overhauled the UI development workflow introducing a data-first, event-based architecture with **Unity Atoms**.
- Pioneered the integration of 20 grabbable objects and interactions utilising **Autohand** and **Unity XR**
- Implemented multiplayer room networking for using **Photon Fusion**, **Playfab**, and **Azure Cloud Functions**.

### Kurechii

Unity Programming Intern

Cyberjaya, Malaysia

February 2021 - January 2022

- Supported programming, quality assurance, and technical art for Postknight 2 on **iOS** and **Android**
- Programmed and debugged over 20 responsive and distinctive panels with **C#**, **Unity UI** and **DOTween**
- Designed 4 unique boss encounters and over 15 enemy behaviours using **PlayMaker FSMs**
- Implemented a modular achievement system using **event-based architecture** and **Scriptable Objects**

## PROJECTS

### [TIDE](#)

GMTK 2024 Submission

GMTK Game Jam 2024 Submission, Top 4%

August 2024

- Worked with an artist and musician on an interactive musical typing game made in **Godot** and **GDScript**
- Implemented **flocking algorithms with boids** to simulate fishes and birds as enemies and neutral entities

### [RE:Collect](#)

Science Gallery Melbourne

Interactive Narrative-Driven Museum Game

May 2024 - August 2024

- Integrated **Inky** with **React** and **Typescript** to host an interactive narrative to study the effect of games in museums
- Implemented backend functionality through **Firebase** to track in-game statistics in a **real-time leaderboard** page

## LEADERSHIP EXPERIENCE

### University of Melbourne Game Makers' Club

Secretary → President

Melbourne, Australia

October 2023 - present

- Orchestrated weekly meetups to foster a vibrant community of **350+ aspiring student developers**, facilitating knowledge exchange and collaboration within a burgeoning grassroots environment.
- Founded an initiative to recruit and guide **39 student volunteers** across 3 teams to ideate, develop, and ship original games over the course of 12 months, providing portfolio building opportunities
- Coordinated **4 game jams** throughout the academic year, with a total of 21 game submissions across students

### Ruth Education Centre

Volunteer Tutor

Cheras, Malaysia

February 2019 - August 2019

- Designed and executed a comprehensive 26-week program aimed at introducing 14 Chin refugee students to the field of programming through game development, coding arcade games using **Java** and **Processing**.
- Coordinated all aspects of the program, including lesson planning, resource preparation, and hands-on instruction, to ensure an engaging and enriching learning experience for students from diverse backgrounds.

## SKILLS & LANGUAGES

**Skills:** Unity | Godot | React | Django | C# | C/C++ | Typescript | Python | Version Control & CI/CD | Rust

**Languages:** English (*Native*), Japanese (*N2 JLPT*), Spanish (*A2 DELE*)