

Wong Jun Yu, Kean

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ACADEMIC EXPERIENCE

Project Manager & Systems Programmer – Cozy Raccoons

Sept 2024 - Present

Ukemochi

(Team of 8, 6 programmers, 2 Artist)

An Action-Adventure, Hack & Slash game built in custom C++ 2D engine

- Architected **custom C++ engine** for dynamic gameplay scenarios using a data-driven ECS approach, tailored for optimized performance in action-adventure games.
- Implemented **Scripting System** using C# mono framework
- Utilized Agile methodology to manage project timeline and deliverables
- Actively mentored team members, providing guidance on technical concepts, empowered team members to take ownership of their work

Gameplay programmer – FiveStack

Jan 2024 – Mar 2024

Hero's Party

(Team of 5 Programmers)

An Adventure-Platformer game built on custom C++ engine

- Engineered smooth, responsive side-scrolling camera logic with interpolation for seamless gameplay in custom C++ engine.
- Designed 3 unique abilities for the knight class
- Collaborated with designer to create cohesive and enjoyable gameplay experiences

SKILLS

- Proficient in C/C++(C++11/14/17) with smart pointers, move semantics and lambda
- Proficient in Unity and Unreal Engine, building Games and Experiences.
- Knowledge in OpenGL using GLFW 3.4 for rendering and graphics optimization in game development

EDUCATION

Digipen Institute of Technology Singapore

Aug 2023 – Apr 2027

- Bachelor of Computer Science in Interactive Media and Game Design

Nanyang Polytechnic

Apr 2018 – Apr 2021

- Diploma in Game Development and Technology