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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