

**Isabel Ng**

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**Summary:**

**Passionate Game Developer with 5+ years of experience in designing and developing interactive and engaging video games. Proficient in multiple programming languages and game development tools. Excels at problem-solving and collaborating with cross-functional teams to create high-quality game experiences. Strong knowledge of game mechanics, graphics programming, and game optimization.**

**Skills:**

- Languages: C++, C#, Java, Python**
- Game Engines: Unity, Unreal Engine**
- Tools: Visual Studio, Photoshop, Maya, Blender**
- Platforms: iOS, Android, PlayStation, Xbox, PC**
- Strong understanding of game design principles and player psychology**
- Excellent problem-solving and analytical skills**
- Ability to work in a fast-paced and dynamic environment**

- Proven track record of delivering high-quality games within deadlines

## **Experience:**

### **Game Developer - XYZ Studios**

**May 2017 - Present**

- Design, develop and implement new game features and mechanics using Unity game engine
- Collaborate with artists and designers to create visually appealing and immersive game environments
- Optimize game performance by identifying and resolving performance bottlenecks
- Conduct regular bug testing and implement necessary fixes
- Assist in the planning and execution of game testing and quality assurance processes
- Stay updated with the latest industry trends and technologies in game development

### **Junior Game Developer - ABC Games**

**June 2015 - April 2017**

- Assisted in the development of game features using C++ and Unreal Engine
- Participated in team meetings and provided input on game design and development strategies
- Created and implemented game assets, including character animations and UI elements
- Conducted extensive bug testing and implemented bug fixes

- Collaborated with other team members to ensure seamless integration of different game components

## **Education:**

**Bachelor of Science in Computer Science**

**XYZ University**

**2011 - 2015**

## **Projects:**

### **1. Title: "Adventures in Space"**

- Developed an iOS and Android game using Unity game engine
- Designed and implemented game mechanics, including character movement and enemy AI
- Integrated in-app purchases and advertisements for monetization
- Successfully published the game on App Store and Google Play Store

### **2. Title: "Fantasy Quest"**

- Developed a multiplayer online role-playing game (MMORPG) using Unreal Engine
- Collaborated with a team of artists and designers to create immersive game environments
- Implemented real-time multiplayer features, including chat and cooperative gameplay
- Conducted extensive playtesting and implemented gameplay adjustments based on player

**feedback**

**References:**

**Available upon request**