Limic Lee

Senior Unity Developer | AR | React

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Profiles

○ limiclee

Summary

Experienced Frontend Developer with 10+ years in React, Next.js, and Unity. Builds scalable, performance-optimized web apps with immersive, game-like experiences. Skilled in TypeScript, hooks, context, responsive design, and UI architecture. Unity expertise includes C#, physics simulations, animation systems, and real-time rendering. Strong AWS foundation supports backend collaboration and system design. Combines frontend mastery with game development to deliver polished, user-centric applications that stand out in both web and gaming markets. Passionate about crafting seamless user experiences and pushing the boundaries of interactive design across platforms and devices.

Skills

Unity
◆ ◆ ◆ ◆ ◇

C#
◆ ◆ ◆ ◆ ◇

Mobile Game Development
◆ ◆ ◆ ◆ ◇

Vuforia Augmented Reality SDK
◆ ◆ ◆ ◆ ◇

React.js
◆ ◆ ◆ ◆ ◇

Next.js
◆ ◆ ◆ ◆ ◇

AWS Lambda
◆ ◆ ◆ ◇ ◇

Amazon S3
◆ ◆ ◆ ◇ ◇

Amazon EC2
◆ ◆ ◆ ◇ ◇

AI Agents
◆ ◆ ◆ ◇ ◇

Python
◆ ◆ ◆ ◇ ◇

Cocos
◆ ◆ ◆ ◇ ◇

Experience

GG Gamer Labs   May 2024 - May 2025
Senior Unity Developer   Hong Kong SAR

Core member of GG Gamer Labs' technical team, contributing specialized expertise to our innovative web3 gaming development process. Lead developer on multiple blockchain-integrated gaming projects. Duties: - Transforming single-player experiences into multiplayer ecosystems - Architecting and implementing server-side solutions for seamless multiplayer functionality - Integrating blockchain technologies and web3 features into gaming products - Creating scalable, decentralized gaming experiences - Developing systems for digital ownership and transparent in-game economies - Designing innovative gameplay mechanics powered by blockchain technology

Gusto Collective   Mar 2020 - May 2024
Senior Unity Developer   Hong Kong SAR

Gusto Labs combining great storytelling with immersive digital and mobile technology such as AR/VR, Gusto serves 80+ clients across four locations in Hong Kong, Shanghai, Singapore and London. Duties : - Develop and maintain different AR applications - Instagram filter - Brainstorm creative ideas with team members - Make tools to optimize the development workflow.

Gameba Studio Limited   Mar 2019 - May 2021
Senior Unity Developer   Hong Kong

Gameba Studio is made up of five core members, each from a different creative industry. We contribute our expertise and collaborate to enhance the creation of our final outcome. Micro Smash is a mobile action game with 100k+ players. Duties : - Resource Planning & Management for the game production - UI implement - Frontend api - Game design - Game logic development + Funded project @ Cyberport Creative Micro Fund 2019 (Micro Smash) + Selected game @ Hong Kong Game Enhancement and Promotion Scheme 2021 (Micro Smash)

EVI Services Limited   Feb 2018 - Mar 2019
Unity Developer   Hong Kong SAR

Developed some interactive e-book and mini-games for children to read or teachers to educate

Smart City Technology Limited   Mar 2016 - Feb 2018
Unity Game Developer   Hong Kong SAR

Smart City is a creative mobile game development company known for their popular title "Heroes Flick." The game has gained significant traction, especially in Taiwan where it enjoys a large user base. The company focuses on creating engaging mobile games with intuitive gameplay and appealing visuals. With their success in the mobile gaming market, Smart City continues to build their reputation as an innovative developer dedicated to delivering quality gaming experiences. Duties : - Frontend api - Game design - Game logic development

Side Quest   Mar 2014 - Mar 2016
Mobile Game Developer   Hong Kong SAR

Develop some casual games for mobile

Education

Hong Kong Metropolitan University   Oct 2022 - Jul 2025
Bachelor of Computing

Hong Kong Institute of Vocational Education   Oct 2009 - Jul 2013
Computer Games and Animation HD