

LOO ZHENG-JIE

GAME PROGRAMMER

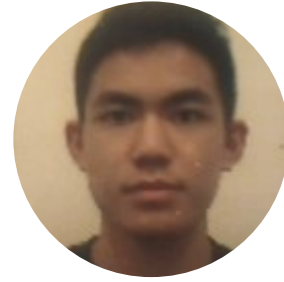
☎ 013-9846770

✉ loo.zheng.j@gmail.com

📍 Puchong, Selangor

🌐 <https://0128630.wixsite.com/loozhengjie>

🌐 [linkedin.com/in/loo-zheng-jie-a1469a1b1](https://www.linkedin.com/in/loo-zheng-jie-a1469a1b1)



RECENT PROJECTS

OTHER LIFE

FINAL YEAR PROJECT | 2022

On this project, I was one of the gameplay programmers. Using Unreal Engine's blueprint, I have helped on implementing mechanics such as the elevator system and 3D popup system in the game as well as handle the dynamic sound implementation using FMOD Studio.

CONTRIVER

Game Project Studio 2 | 2022

This is a game project studio game that is made in Unity. I was one of the gameplay programmers. I have helped on creating Artificial Intelligence (AI) for the game.

RONIN

Game project Studio 1 | 2021

This is my first involvement in a game project on a team. I have worked on the dialogue system as well as some level puzzle mechanics for the game.

EDUCATION

BACHELOR OF GAME DEVELOPMENT (HONOURS)

UOW Malaysia KDU [2020- PRESENT]

CGPA: 3.61

FOUNDATION STUDIES (ART AND TECHNOLOGY)

UOW Malaysia KDU [2019-2020]

CGPA: 3.78

LANGUAGES

- English
- Chinese
- Bahasa Malaysia

PROFILE

I am a gameplay programmer with experience working on game engines such as Unity (1 year) and Unreal Engine (6 months). I am able to code in different coding languages such as C# and C++. Having worked on multiple team-based projects, I am a team player that is willing to listen and actively communicate in a team.

SKILLS

Game Engine / Application

- Unity (C#)
- Unreal Engine (Blueprint / C++)
- Stencyl
- FMOD Studio
- Adobe Photoshop
- Adobe Premiere Pro
- GitHub
- Pro Tools

Programming Language

- C#
- C++