

## CAREER PROFILE

I'm a video game developer with 4 years of experience working in a professional environment. With an accumulative experience of 4+ years with Unity, 3+ years with Unreal Engine and a love for what I do, I'm quite confident in my job.

While I don't pride myself a genius, I am well-versed in common and best practices with coding such as OOP, DSA, memory usage, all of which help me to write more optimized code. Not to mention concepts more specific to game development, where my main interest lies in character AI systems (especially state machines).

As someone who is driven by clear objectives and guidelines, as long as there is a proper goal, I can easily handle tasks that come my way even if it is out of my comfort zone. For example, despite not being a social person, I have no problems expressing my opinion and discussing a task with others to determine an optimal solution.

## EXPERIENCES

**Junior Game Programmer**  
Double Eleven Studios, Malaysia

Jan 2022 - Present

Contributed in the company's service of porting PC games to consoles (PlayStation/Xbox). I've worked on more than 400 tasks (both big and small) throughout my years in the company. These tasks include, but are not limited to, gameplay/feature implementation, networking, UI, graphics/shaders, AI, debugging, code optimization and code reviewing.

Among the titles I've worked on so far:

- Minecraft Dungeons (2022-2023)
- Prison Architect 2 (2023-2024)
- Rust: Console Edition (2024-present)

**Intern Game Programmer**  
Hidden Chest Studio, Malaysia

May 2021 - Dec 2021

I was involved in the company's title "Midwest 90: Rapid City", a monster-cuisine restaurant simulator game where I helped implement new mechanics and features, and improved on the games graphics (shaders, post-processing effects and VFX).

## PROJECTS

**Radion Heist** - A first-person cyberpunk-themed parkour game made in Unreal Engine. Features an online multiplayer lobby-based system through Steam.

**HOLY** - A DOOM inspired first-person shooter game (made in a 5-man team for a Game Jam).

**Trafficking** - A university project made for the Android platform where players control traffic lights in this puzzle solving game.

## SKILLS & PROFICIENCY

C++	<div><div></div></div>
C#	<div><div></div></div>
Unreal Engine	<div><div></div></div>
Godot Engine	<div><div></div></div>
Unity Engine	<div><div></div></div>
HLSL/GLSL	<div><div></div></div>
HTML5/CSS	<div><div></div></div>
Ruby/Jekyll	<div><div></div></div>

## TOOLS

Git   TortoiseSVN   Visual Studio   Visual Code   JIRA   WinMerge   BitBucket

Phabricator/Differential   PIX   RenderDoc



**Ivan Ong  
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Game Programmer

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## EDUCATION

**Bachelors of Game Development  
(Hons)**  
University of Wollongong Malaysia  
KDU  
2018 - 2021

## LANGUAGES

English (Native)

Bahasa Melayu (Conversational)

Japanese (N5)

## INTERESTS

Building model kits

Cosplaying

Woodwork & carpentry