👤 CAREER PROFILE

I'm a video game developer with 4 years of experience working in a professional environment. With over 4 years of hands-on experience in Unity and 3 years in Unreal Engine, I've developed a solid foundation in programming and a strong, lasting passion for game development.

I'm well-versed in core programming concepts such as **OOP**, **DSA** and **memory management**, and I have considerable experience with the **C++ debugger** and **investigating crash dumps**. While I've worked on a range of features, my primary interest lies in developing more intelligent and responsive **character AI**—particularly through well-designed state machines.

I am capable of **managing tasks** effectively, particularly when guided by clear objectives and well-defined guidelines—even when working outside my comfort zone. Although I tend to be introverted, I make a consistent effort to communicate my ideas clearly while collaborating with the team to reach optimal solutions.

💼 EXPERIENCES

Junior Game Programmer
Jan 2022 - Present
Double Eleven Studios, Malaysia

I contributed to porting PC games to consoles, including PlayStation and Xbox platforms. I've worked on various features such as **gameplay mechanics**, **world systems**, **networking**, **UI**, **graphics/shaders**, **AI** and **in-house engine tools**. Aside from feature implementations, I also undertook various responsibilities such as **code reviewing**, **debugging crashes** and **managing builds** for the shipped product.

Among the **titles I've worked on**:

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

Intern Game Programmer
May 2021 - Dec 2021
Hidden Chest Studio, Malaysia

I was involved in developing the company's title "Midwest 90: Rapid City", a monster-cuisine restaurant simulator game. I contributed in developing **gameplay mechanics**, **enemy AI** system and improved on the games **graphics** (shaders, post-processing effects and VFX).

📇 PROJECTS

Radion Heist (2020) -
A first-person cyberpunk-themed parkour game made in Unreal Engine that runs via P2P online multiplayer lobby system through Steam.
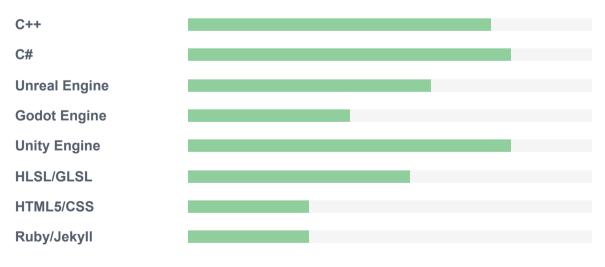
HOLY (2020) -
A DOOM inspired first-person shooter game (made in a 5-man team for a Game Jam).

Trafficking (2018) -
A university project made for the Android platform where players control traffic lights in this puzzle solving game.

🔧 SKILLS & PROFICIENCY

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

🔧 TOOLS

Git   **TortoiseSVN**   **SourceTree**   **Visual Studio**   **Visual Code**   **Azure DevOps**

JIRA   **WinMerge**   **BitBucket**   **Phabricator/Differential**   **PIX**   **RenderDoc**

TeamCity

Ivan Ong Zhisien
Game Programmer

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EDUCATION

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

Bachelors of Mechatronic Engineering (Hons)
University Tunku Abdul Rahman
2016 - 2017

Bachelors of Mechanical Engineering (Hons)
University of Nottingham Malaysia
2013 - 2016

LANGUAGES

English (Native)

Bahasa Melayu (Conversational)

Japanese (N5)

INTERESTS

Building model kits

Cosplaying

Woodwork & carpentry