

## CAREER PROFILE

I'm an experienced game developer with almost 4 years of experience in the industry. Including my experiences graduating as a game development programmer in 2021, I've accumulated 4+ years as a Unity developer and 3+ years as an Unreal Engine developer.

As a programmer, I've found working with code to be both a challenge as well as a joy in my life. Learning new concepts and more optimal ways to write code always brings a smile to my face.

As an individual, I'm both open-minded and a team player which easily allows me to work with others. Aside from playing video games, I really enjoy building plastic model kits on my free time.

## EXPERIENCES

### Junior Game Programmer

Jan 2022 - Present

Double Eleven Studios, Malaysia

I was involved in multiple projects, porting PC games to the PlayStation and Xbox platform. I was involved in many different fields across multiple projects and was not limited to a specific role. My contributions include feature and gameplay mechanics implementation, network programming, UI, graphics and debugging. Among the titles I've worked on are:

- Minecraft Dungeons (2020)
- Prison Architect 2 (2024)
- Rust: Console Edition (2021)

### Intern Game Programmer

May 2021 - Dec 2021

Hidden Chest Studio, Malaysia

Helped developed the company's title "Midwest 90: Rapid City", a monster-cuisine restaurant simulator game.

My contributions involved implementing new features and game mechanics, bug fixing and improving the graphics (adding new shaders, post-processing effects and special VFX via Unity's HDRP).

## PROJECTS

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

**HOLY** - A DOOM inspired first-person shooter game which I made in a team for a Game Jam event.

**Trafficking** - A traffic-controller puzzle game made for the Android-mobile phone platform.

## SKILLS & PROFICIENCY

C++	<div><div></div></div>
Unreal Engine	<div><div></div></div>
C#	<div><div></div></div>
Unity Engine	<div><div></div></div>
Godot Engine	<div><div></div></div>
HTML5 & CSS	<div><div></div></div>
Ruby & Jekyll	<div><div></div></div>
GIMP & Photoshop	<div><div></div></div>

## TOOLS

Git TortoiseSVN Visual Studio Visual Code JIRA WinMerge BitBucket

Phabricator/Differential



## Ivan Ong Zhisien

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Resume PDF

## 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 (Beginner)

## INTERESTS

Model kit building

Cosplaying

Reading

Woodwork & carpentry