

Curriculum Vitae

Personal Particulars

Name: Kai Hong Yeung
Place Of Birth: Hong Kong
Nationality: Hong Konger
Email: kyeung39@my.centennialcollege.ca

Experience

Nov2010 ~ Software Engineer

Outblaze Limited
Unit 411-415, Level 4, Cyberport 1, 100 Cyberport Road,

Hong Kong

1. Develop iphone game: Hello Kitty Jewel and Garfield's Gem
 - i. Developing using Cocos2d
 - ii. Using Parse API and Facebook Graphic API
2. Develop iphone game: Boyfriend Maker
 - i. Developing using Cocoa, SQLite
 - ii. Facebook Graphic API
3. Develop iphone game: Pretty Pet Farm!
 - i. Developing using Cocos2d
 - ii. Manage project for easy submit with different publisher and localization
 - iii. Lead on Hello Kitty's Garden re-skin project.
 - iv. Facebook Graphic API
4. Develop iphone game: Drop The Duck!
 - i. Design game with graphic designer
 - ii. Developing using Cocos2d Box2d Physical engine
5. Develop iphone game: Bubble Juggle
 - i. Migrating existing Flash game to iphone game.
 - ii. Using Cocos2d Box2d Physical engine to rebuild the game.
 - iii. Integrate 3rd party functions: Tapjoy, In-App Purchase and GameCenter to the iphone game.

- iv. Running UAT and QA test.
 - v. Setup and submit iphone game on itunes connect.
6. online game project: Hello Kitty Online
- i. Analysis, proposal improvement and implement the existing deployment flow.
 - ii. Analysis proposal improvement and implement the existing data structure and database design.
 - iii. Design and implement monitoring program for logging in flow of the online game.

May2009 ~ Feb2010

Analyst Programmer

Fine Joy Limited

Unit A&B, 5/F, Po Shau Centre, 115 How Ming Street, Kwun Tong, Kowloon

- 1. Design and develop a gamble web game
 - i. Setup CentOS 4 server environment
 - ii. Design database for user account, admin account and agency account and setup Oracle 9i schema
 - iii. Design state diagram, game flow and protocol document
 - iv. Develop front-end Flash game and back-end Java server
- 2. Design and develop a Flash web game – Dodge Your Way
- 3. Design and develop a Mahjong web game
 - i. Writing design document
 - ii. Design state diagram, game flow and protocol document
 - iii. Develop back-end Java server
- 4. Online game project: Hello Kitty Online
 - i. Reading design and technical document. And integrate new features to the game project with using Delphi7.
 - ii. Design protocol, develop front- end Flash, black - end Java, front/black – end Delphi7 and integrate both side.
 - iii. Versioning control on branching split for different Publishers and feature/removal/hotfix patch using

TortoiseSVN.

Mar2008 ~ Mar2009

Analyst Programmer

1-year contact with AsiaHub and Cathay Pacific as client

Cathay Pacific Airways Limited

Cathay Pacific City, 8 Scenic Road, Hong Kong International Airport, Lantau, Hong

Kong

AsiaHub IT Professional Services

Suite 2404, Great Eagle Centre, 23 Harbour Road, Wanchai, Hong Kong

1. Develop a Holiday Checking Web Service with using IBM Message Broker 6.02, IBM Message Queue, XML, ESQL, SOAP and J2EE.
2. Fix users' platform problems with relating to products.
3. Demonstrate product problems on desktop online meeting and phone with foreign programmers.
4. Researching on HTML differ checking Java code. And edit the source code to support multi-language.
5. Database migration from SQL Server 2k to Oracle 10g. Reconstruct database schema, translate T-SQL to PL-SQL for functions and procedures, moving data using BCP and Sqldr.
6. Design and develop web service with using HTML, CSS, JavaScript, prototype, AJAX and JSP.
7. Develop web service with using Java application. Post URL to target web service and get XML. Read XML in Java using Xerces XML Parser. Output XML information back to Java API.
8. Visual Basic application manages, updates and further develops.

Oct 2006 ~ Oct 2007

Java Game Developer

Funmobile

15/F, Tower 1, Grand Central Plaza, 138 Shatin Rural Committee Road, Shatin, HK

1. Develop mobile java games with Graphic Designer in a two people group:

- i. Meeting with senior and junior graphic designers, giving suggestions and advices on programming view and preview the outcome by hand drawing.
 - ii. Prepare game design document and storyboard for the game.
 - iii. Presenting the storyboard to Project Manager, estimating the project time and figuring out the schedule.
 - iv. Programming the game using J2ME with eclipse. Game programming including skills of object-oriented design, multi-threading, searching algorithm and mathematic skills.
 - v. Building .jar file with using wireless tools kit and porting and testing on real phones.
2. Dealing with customers' complaints on published game, problem searching and solving.
3. Researching on new published J2ME library and develop home-made library.

Education Background

2003~2006 The Hong Kong University of Science and Technology
Undergraduate for Bachelor in Computer Engineering degree

2001~2003 H.K.S.Y.C & I.A. Chan Nam Chong Memorial College (Form6 to Form7)

1996~2001 Buddhist Sin Tak College (Form1 to Form5)

Academic Qualifications

2003 Hong Kong Advanced Level Examination

Grade B: Physics, Pure Mathematics, Applied Mathematics
Grade E: Chinese Language and Culture, Use of English

2001 Hong Kong Certificate Of Education Examination

Grade A: Mathematics
Grade B: Physics, Additional Mathematics
Grade C: Biology, Chemistry

Grade E: Chinese Language、English Language (B)

Awards

2003-2004, EEE Outstanding Freshmen Scholarship, HKUST

Relevant Projects

Final Year Project (HKUST): UST Adventure Game

Training: UNIX System Administration on Linux、Developing
Microsoft ASP.NET Web Application Using Visual
Studio.NET、Managing and Maintaining a Windows
Server 2003 Environment

Course Project: Design of 8051 microprocessor controlled
device

Extra-curricular Activities

2003~2006 Leo Club of Hong Kong Millennium Committee :

Foundation Committee {2002 to 2003}
Tamer(2003 to 2004)
Director(2004 to 2005)

2001~2002 Chan Nam Chong Memorial College House Committee :

Tamer {2001 to 2002}

Skills

Communicating Language :	English, Cantonese
Managing and Maintaining of OS :	Windows Server 2003, Linux RedHat, UNIX , IBM AIX, MAC
Database :	Oracle 10g, SQL Server 2k, MySQL
Programming Language :	C/C++, Java(J2ME, J2SE) , Objective-C, Delphi7, VB5
Web Language :	PHP, JavaScript(prototype), AJAX, JSP, CSS, ActionScript
SQL :	T-SQL, PL-SQL, ESQL
Hardware Programming :	MIPS, 80x86, Cadence tool(ICFB)
Hardware Level skill :	IC design, Circuit design
Development Tools :	Photoshop, Flash, 3D Max Studio

References

Available upon request