

## Profile

I am a Gameplay Programmer that just graduated from LimKokWing University of Creativity Technology. Over the course of my studies, I have learned to use 3 engines which are Game Maker, Unity and Unreal Engine. Currently I specialist in Unreal Engine

## Job Objective

Seeking an exciting and challenging position as a Gameplay Programmer in a company where my Programming skills and knowledge can be used to the fullest.

## Employment History

**Ammobox Studio**(May 2017 to August 2017)

### Gameplay Programmer Intern

- Refactor codes from blueprint to C++
- AI programming for vehicles
- Implemented both Gameplay mechanics and tools
- Assisted effectively with promoting test-driven development

## Education

**LimKokWing University of Creativity Technology** (2014 – 2017)

**Bachelor of Science(HONS) in Game Technology.**

## Projects

- **Eximius** – Ammobox Studio (Gameplay Programmer)
- **PewPewRobots** – Final Year Projects (Lead Programmer)
- **Haunted Night** – Sem 4 Projects (Lead Programmer)
- **Agent Ali** – Level Up KL Game Jam (Lead Programmer)
- **Starfall Catalyst** – Center for Content Creation (Programming Support)
- **Vevery** – Fun Side Project (PHP Programmer)

## Summary of Qualifications

C++, C#, Unreal, Unity, GameMaker, SVN, Git, Web Development(HTML, CSS, Javascript, PHP)

## Achievement in Life

- **President of Rotaract of Port Klang Centennial** - 2014 – 2015
- **First Place in Selangor State Boys' Brigade Senior Section Drill Competition** – 2011 & 2014
- **Third Place in Selangor State Boys' Brigade Senior Section Drill Competition** – 2012
- **Fifth place in Boys' Brigade Pesta Drill Competition** – 2014
- **Graduated from LimKokWing** - 2017