








# TEY KAI JUN

*Software Developer*

## Expertise Skill

- Unity Engine 
- Python 
- Machine Learning 
- Computer Vision 
- Data Science 

## Language Skill

- English 
- Chinese 
- Cantonese 
- Malay 

## Contact Me

+447825788123

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linkedin

## Portfolio

<https://teykaijun.github.io/KJPortfolio/>

## Personal Particulars

**Age** : 21  
**Day of Birth** : 30-08-2000  
**Nationality** : Malaysian  
**Gender** : Male

## About Me

A BSc Bachelor of Computer Science with Artificial Intelligence graduate at the University of Nottingham with a long-term career goal of becoming a professional developer. Came from a beautiful country called Malaysia seeking for a game development related job. Expertise in Unity Engine, C#, Python, Computer Vision, Machine Learning and have experience in designing games through personal projects and freelancing

# Work History

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2021

## Freelance Unity Developer

University of Nottingham Malaysia Campus

- Contracted work from a professor
- Made a mobile app using Unity that displays chemical molecules in a 3D environment for students to study chemical molecule's structure in a 3D view
- Made a VR game for research in gamification in education

2019 - 2020

## University Open Day Guide

University of Nottingham Malaysia Campus

- Responsible for guiding and explaining information and features of the university to visitors who visits the university

2022

## Waiter

Hot 9 Restaurant, North of Jubilee Campus University of Nottingham

- Responsible for engaging and serving customers.
- Gained experience in aspects of managing a restaurant

# Relevant Experience

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## Clubs and Societies

- Elected as a Team Leader of a Lion Dance club during my high school, responsible in conducting training sessions and leading the team on outdoor activities and performances
- Managed a 24 Festive Drum Concert as the event chairman although it got cancelled in the end due to the pandemic

## Personal Projects

- Developed several games using Unity Engine
  - Participated in GMTK Game Jam 2022
  - Building an aimbot using OpenCV
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