



LUM WAI HOEH

GAME PROGRAMMER

PROFILE

Game Programmer fresh grad
from KDU with experience in
game development and web
development

CONTACT

019-3098212

waihoeh@gmail.com

waihoeh97.github.io

SKILLS

UNITY / C#



UNREAL ENGINE



C++



HTML / CSS



WORK EXPERIENCE

GAME PROGRAMMER (INTERN) - NEXASOFT

May 2019 – September 2019

- Intern as a game programmer for a duration of 4 months
- Exposure on working various client projects which includes game development and web development
- UOB Extravaganza: Gamification (Construct 3) and web development (Frontend development)
- AR game development (Unity): Gamify an existing boardgame

UNIVERSITY PROJECTS

THE LEGEND OF SHIBA INU

PC

- Game programmer
- A 2D top scroller game made using Unity
- Created enemy AI

COOKBEAT

ANDROID

- Team Lead / Programmer Lead
- A 3D Rhythm + Simulation game made using Unity
- Implemented Song manager: a system that detects player input in relation to the notes of the music

HELLO WORLD

PC

- Team Lead
- A level editor made using Unreal Engine 4
- Implemented Post-Processing Effects and GUI

EDUCATION

BACHELOR'S DEGREE OF GAME DEVELOPMENT

SEPTEMBER 2016 – NOVEMBER 2019

KDU University College

A graduate from KDU University College. Major in game programming

LANGUAGES

ENGLISH

Spoken & Written

CHINESE

Spoken & Written

MALAY

Spoken & Written

JAPANESE

N4 Certification