



LUM WAI HOEH

Game Programmer

PROFILE

Game programmer
fresh grad from KDU with
experience in game development
and web developement.

waihoeh97.github.io

CONTACT

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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 gamification and web development (UOB Extravaganza)
- AR board game gamification (EzySunnah)

PROJECTS

THE LEGEND OF SHIBA INU

PC

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

COOK BEAT

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. I pursued Game development majoring in game programming.

LANGUAGES

ENGLISH

Spoken & Written

CHINESE

Spoken

MALAY

Spoken

JAPANESE

N4 Certification