



LAW WEN JUN

SOFTWARE ENGINEER // GAME PROGRAMMER

I am a professional Software Engineer, Web, Application Developer and Game Programmer. Possessing creative problem-solving skills, quick learning and an eye for detail, I aim to work as a team to tackle any problem and craft unique experiences.

EXPERIENCE

JUNIOR GAME PROGRAMMER & GAME PROGRAMMER INTERN

Streamline Studios

2022 Dec - Present

- Titles I worked on:
 - Unreleased Project
 - The Walking Dead: Saints and Sinners for Meta Quest 3
 - Unannounced Internal Project and Training
- Agile methodology and workflow
- Design and maintain gameplay systems and features
- Debugging, optimization and preparing builds
- Work as a team with Design, Art and QA
- Learn and pick up new skills quickly as project demands

IT INTERN

Sunway MetaCloud Sdn Bhd

2020 Dec - 2021 Mar

- Three months IT Internship.
- Conducted software testing and wrote test cases under the supervision of seniors.
- Reported bugs to developers using ClickUp's priority system.
- Attended daily Scrum meetings along with QA meetings with clients.

REFERENCES

Available upon request



<https://github.com/wj-l4w>



lawwenjun@gmail.com



Subang Jaya, Selangor



<https://wj-l4w.github.io/portfolio/>

EDUCATION

BACHELORS IN SOFTWARE ENGINEERING

2021 - 2023

School of Engineering and Technology
(CGPA: 3.59)

Proud recipient of Jeffrey Cheah Ace
Scholarship

First Class Honors

DIPLOMA IN INFORMATION TECHNOLOGY

2019 - 2021

Sunway Diploma Studies (CGPA 3.99)

Proud recipient of Jeffrey Cheah
Entrance Scholarship

LANGUAGES

English

中文

Bahasa Melayu