Wong Kong Hoong

GRADUATE

Profile

A graduate from Computer Games Development background seeking for employment. Bringing forth a motivated attitude and a variety of powerful skills. Committed to utilizing my skills to further the mission of a company.

Employment History

Customer Service Executive, A&N Lab Trader

MAY 2020 – AUGUST 2020

- Worked well independently and on a team to solve problems.
- Handle customer request and solve problems.

IT Intern , Global Enterprise International

MARCH 2019 – MAY 2019

- Manage and monitor IT inventory in the company.
- Perform installation, upgrading and configuration of PCs

Part Time Waiter, Waffle!Waffle at Bukit Serdang

AUGUST 2019 – JUNE 2020

- Handle customer request
- Cleaning
- Barista

Part Time Waiter, Sam You Restaurant

JULY 2012 – DECEMBER 2017

Education

Bachelor's Degree in Computer Games Development, Asia Pacific University

2016 – JULY 2020

Main courses: Computer games development related - Computer game design, Game audio, Game art, Game testing.

Side courses: HCI and Usability, Imaging and Special Effect.

CGPA: 3.23

Sijil Pelajaran Malaysia, SMK Desa Serdang

2010 – 2015

Grades: 2A 2A- 3C+ 1C 1D

Projects

Ball Away - University Project

MARCH 2019 – MAY 2019

Ball away is a mobile game. It is built using Unity Engine and C# language. It detects user touch control to rotate the platform. The main goal of the game is to let the ball roll to the end point. There are some features like teleport, increase timer and trap door.

Details

xskywongx@gmail.com

NATIONALITY

Malaysian

DATE OF BIRTH

14/10/1998

Skills

JavaScript

Adobe Photoshop

Microsoft Office

Unity Engine

C# Programming

HTML & CSS

Adobe XD

Unreal Engine

MySQL

Autodesk 3ds Max

ASP.NET MVC

Languages

Mandarin

English

Malay

Cantonese

Phantom Cleaner - University Project

JULY 2019 — SEPTEMBER 2019

Phantom Cleaner is a PC game with top down view. It is built using Unity Engine and C# language. Player acts as a ghost janitor to clean up certain location and avoid being detected by the guard. The main goal is to clean up the place as fast as possible. There are features like good and bad meters, abilities for each stage, speed up, cleaning, etc.

Tony the game - University Project

NOVEMBER 2019 — FEBRUARY 2020

Tony the game is a 3D platformer PC game. It is built using Unity Engine and C# language. The main goal for player is to reach the end point by completing some mini games like puzzle, fixing pipe, avoid detection and obstacles.

Global Warning - University Project

APRIL 2020 — JUNE 2020

Global warning is a 2D educational game. It is built using Unity Engine and C# language. Player need to survive 15 rounds with maintaining his/her temperature and happiness meters throughout the game. Each of the game will generate random events and some of them have a great impact to the meter.

Simple Web Application

APRIL 2021 — MAY 2021

This is a simple web application to sell products. It is built by using .Net core MVC template. Users can navigate between pages, view product, add product to chart while only admin allows to create new product to the list.

Responsive Portfolio Website

MAY 2021 — JUNE 2021

Responsive website created using HTML,CSS, and javascript.