

# Low Jia Ying

Address: Willing to relocate

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## OBJECTIVE

A Bachelor of Computer Science (Graphics and Multimedia Software) graduate with hands-on experience in software development, web application design and development, and game development. Proficient in various programming languages and tools with strong teamwork and problem solving skills. Eager to contribute to innovative projects in software development, web development, or game development.

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## EDUCATION

### Bachelor of Computer Science (Graphics and Multimedia Software)

University Technology Malaysia - Skudai, Johor

Graduated: Oct 2025

- CPGA: 3.35
  - **Relevant coursework:** Computer Game Development, Real-time Computer Graphics, Advanced Computer Graphics, Software Engineering, Application Development, Object Oriented Programming, Multimedia Web Programming, Human Computer Interaction
  - Activities: Intern in Frontdesk Sdn Bhd
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## WORK EXPERIENCE

### Intern of Software Developer

Frontdesk Sdn Bhd - Bandar Sri Damansara, Kuala Lumpur

March 2024 - August 2024

- Designed and developed a responsive company's official website.
- Built an **Augmented Reality (AR)** web application incorporating **gamification** elements.
- Contributed to the development of a property management system (PMS) for Laguna Resort, including requirements gathering, data analysis, and system testing.
- Provided data visualization support for the Malaysian International Food & Beverage Trade Fair (MIFB 2024), and offered IT support during event registration and check-in.

### Freelancer - Web Developer

HyMillion Enterprise - Kluang, Johor

October 2023 - February 2024

- Designed and implemented a web-based ERP-like system with modules for sales, inventory, and HR commissions, featuring real-time reporting and automated calculations.
- Designed and implemented an e-commerce website with user-friendly interfaces and efficient functionality, while applying **Agile methodology** to deliver features iteratively and incorporate stakeholder feedback.

## PROJECT EXPERIENCE

### **Multi-player Hide and Seek | Roblox, Lua**

Individual Project - University Technology Malaysia | March 2025

- Designed and implemented game mechanics for a 3D multi-player social and action game in Roblox.
- Developed both client- and server-side scripts in Lua to support real-time gameplay.
- Conducted debugging and testing before publishing; the project has been successfully deployed on Roblox platform.

### **Poke the Joy | Virtual Reality, Godot, GDScript**

Group Project - University Technology Malaysia | May 2025

- Contributed to the design and development of a single-player shooter VR game.
- Created immersive 3D environments and UI elements, integrating assets into Unity.
- Assisted with debugging and QA testing to ensure stable deployment.

### **Coastal Exploration | Babylon.js, HTML, CSS**

Individual Project - University Technology Malaysia | June 2025

- Built an interactive web application with a beach/coastal-themed environment including terrain, ocean shader, and skybox.
- Applied gamification elements such as exploration, scoring system, quests and rewards to enhance player engagement.
- Developed interactive mechanics: player movement, item collection, environment toggling, and animations.
- Published and hosted using Github Pages.

### **The Seven Trials | Unity, C#**

Final Project - University Technology Malaysia | May 2025

- Collaborated as game designer and developer to design and develop a 3D action-adventure game that integrates Malaysian/local elements.
- Designed storyline, gameplay and game mechanics.
- Integrated game assets and developed player interactions (movement, NPC dialogues, item interactions).
- Designed and developed achievement system, quest system, scoring system, upgrade system.
- Designed and developed AI behaviour for enemies and Bosses.
- Successfully published a playable demo on itch.io.

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## SKILLS

- Microsoft Office Suite (Word, Excel, Powerpoint)
- Game Engine (Unity, Roblox, PlayCanvas WebGL Game Engine, GDevelop, Babylon.js)
- Programming Language (C++, C#, Java, Python, Javascript, PHP, HTML, CSS, Lua)
- Software and Tools (Git, Figma, Trello, Canva, Adobe Illustrator, Adobe Photoshop, Blender, Aseprite)
- Data Visualization (Power BI)
- Language (Chinese, Bahasa Melayu, English, Cantonese, Hokkien)
- Soft Skills (Teamwork, Communication, Problem Solving, Time Management)