CAREER PROFILE

I'm a video game developer with 4 years of experience working in a professional environment. With over 4 years of hands-on experience in Unity and 3 years in Unreal Engine, I've developed a solid foundation in programming and a strong, lasting passion for game development.

I'm well-versed in core programming concepts such as **OOP**, **DSA** and **memory management**, and I have considerable experience with **debugging**. While I've worked on a range of features, my primary interest lies in developing more intelligent and responsive **character AI**—particularly through well-designed state machines.

I am capable of **managing tasks** effectively, particularly when guided by clear objectives and well-defined guidelines—even when working outside my comfort zone. Although I tend to be introverted, I make a consistent effort to communicate my ideas clearly while collaborating with the team to reach optimal solutions.

EXPERIENCES

Junior Game Programmer Double Eleven Studios, Malaysia

Jan 2022 - Present

I contributed to porting PC games to consoles, including PlayStation and Xbox platforms. I've worked on various features such as **gameplay mechanics**, **world systems**, **networking**, **UI**, **graphics/shaders**, **AI** and **in-house engine tools**. Aside from feature implementations, I also undertook various responsibilities such as **code reviewing**, **debugging crashes** and managing builds for the shipped product.

Among the titles I've worked on:

- Minecraft Dungeons (2022-2023)
- Prison Architect 2 (2023-2024)
- Rust: Console Edition (2024-present)

Intern Game Programmer Hidden Chest Studio, Malaysia

May 2021 - Dec 2021

I was involved in developing the company's title "Midwest 90: Rapid City", a monster-cuisine restaurant simulator game. I contributed in developing **gameplay mechanics**, **enemy Al** system and improved on the games **graphics** (shaders, post-processing effects and VFX).

SKILLS & PROFICIENCY





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EDUCATION

Bachelors of Game Development (Hons) University of Wollongong Malaysia KDU 2018 - 2021

LANGUAGES

English (Native) Bahasa Melayu (Conversational) Japanese (N5)

INTERESTS

Building model kits

Cosplaying

Woodwork & carpentry

TOOLS

Git TortoiseSVN SourceTree Visual Studio Visual Code Azure DevOps

JIRA WinMerge BitBucket Phabricator/Differential PIX RenderDoc

TeamCity