



# NICHOLAS CHOONG JIANHAO

## GAME PROGAMMER

### CONTACT

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Alam

### SOFT SKILLS

- Always ready to learn
- Willing to adapt to a team's needs
- Able to coordinate and plan tasks
- Willing to help others
- Able to communicate with others fluently

### LANGUAGE SPOKEN

- English
- BM
- Chinese

### ABOUT ME

I am an aspiring game programmer who mainly focuses on gameplay programming with an interest in web and graphics programming. I am looking to learn and improve my skillset by working with fellow professionals in the field.

### EDUCATION

#### Bachelor of Game Development (Honours)

University of Wollongong Malaysia  
2023 - 2026

#### Foundation in Computing

Tunku Abdul Rahman University of Management  
and Technology (TAR UMT)  
2021-2022

### TECHNICAL SKILLSETS



Unreal Engine



Unity Engine



C#



C++



HTML



CSS



JavaScript

# PROJECTS

## Mythical Dateline (Final Year Project)

- Was the sole lead programmer for the project
- Responsible for programming all the systems for the game (Gameplay, Dialogue, etc)
- Made a dynamic event system that adjusts difficulty based on how the player plays

## Now Boarding

- Was the programmer for the project
- Made the game in 2 days, which included a system for randomly generating characters
- Team achieved top 10 in the competition

## Rapture Reign

- Was the VFX programmer for the project
- Learned how to use Unity VFX Graph and Shader Graph
- Made the effects for the player and monster attacks

## The 7<sup>th</sup> Seal

- Was the lead programmer for the project
- Learned how to use Unity
- Made a system to randomize and generate cards based on the values generated
- Made the pickup and detection system for playing the cards

# WORK EXPERIENCE

## Make With Friends

- Worked as a Game Programmer Intern for the company
- Worked on both Unity and Unreal projects
- Helped to add multiple platform control support as well as some additional content for the Unity project
- Learned about C++ and Blueprints to make a 3D inventory system for the Unreal project

## Playing Ground (Student-run Game Dev club)

- Served as a volunteer for the club helping out local game dev events
- Helped in making sure events was carried out smoothly
- Helped out with registration for the events
- Major events participated were Indie Jam and Indie Jam Sessions organized by The Magic Rain and Make With Friends

## DICE Collective (UOW SCCM Club)

- Was the secretary (end of 2023 - 2024)
- Responsible for filling meeting minutes
- Helped to plan and carry out events with the other committee members
- Responsible for inviting and coordinating with industry partners for the annual Jingle Mingle event on campus

## Level UP KL 2023

- Participated as a volunteer for MDEC and UOW
- Was responsible for helping out with visitor registration (MDEC)
- Was responsible for taking care of the booth for the university (UOW)

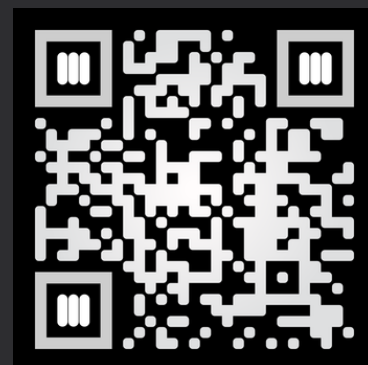
## Cos-mic 2023

- Participated as a volunteer for the event
- Helped out with crowd management for the event
- Helped out with the preparations and carrying out the panels and meet and greet events with the invited guests

# HOBBIES AND INTERESTS

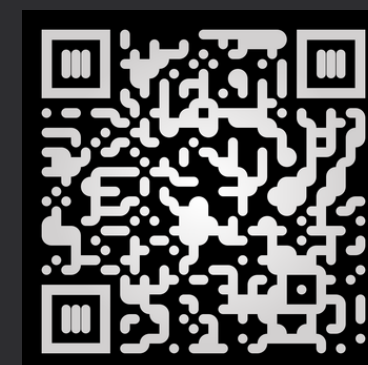
- Hiking
- Watching Movies
- Playing video games
- Working on side projects
- Drawing

# START PAGE



<https://nexus1183.start.page>

# PORTFOLIO WEBSITE



<https://nexus1183.github.io/PortfolioSite/pages/home.html>