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Chiew Jia Hong
 Game Programmer



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Profile
 Summary

I am a qualified Unity Game Programmer of Unity Engine. Personally handled game UI, gameplay features, optimization and Unity VFX over my career. Also a graduate of Bachelor in Game Development (HONS) from UOW KDU Malaysia.

Employment
 History

Advanced XR Developer, Agmo Holdings Berhad

April 2024- Present, Selangor, Malaysia

- Structure Flows for the team to improve development speed.
- Monitor and managing project timeline flow.

XR Developer, Agmo Holdings Berhad

October 2022 - Mar 2024, Selangor, Malaysia

- Experienced in low poly modeling, simple animation rigging using Blender, URP Shader Graph, Standard Shader Code and Unity 2D bone animation.
- Experienced and Created custom script to help the team speed up 20% of the production progress.
- Experienced on Setting Up Firebase and integrating Firebase with Unity including Firestore.
- Experienced in integrate Unity project with Flutter application.
- Experienced on Review codes from the team and provide feedback on improvement.
- Assisted and Managed the communication between Developer team and the Artist team by arranging schedule, task, and ensuring the teams are aligned together.
- Assisted ATL to document, structure, manage projects and guide new comers.

Junior Game Programmer, Why Knot Studio

April 2022 - September 2022, Selangor, Malaysia

- Experienced on developing android game with getting backend date to display on user interface (front-end), optimizing, UI implementation, creating feature for games.
- Experienced on documenting with structure code diagram, involved in project planning with scheduling to speed up the project production.
- Practiced agile software development practices.
- Experienced on version control.
- Experienced on making simple VFX in Unity, implementing FMOD integration with Unity.

Game Programmer Intern, Why Knot Studio

Jan 2022 - April 2022, Selangor, Malaysia

- Worked as intern as Game Programmer.
- Experienced in industry coding structure.
- Experienced real life game development pipelines.
- Experienced and improve self as a better team player.

Skills

Game Engine

Unity 2D/3D C#

- Experienced on Developed User Interface System/Animation
- Experienced on Developing Unity Tools
- Experienced 2D/3D Sounds Effect System, FMOD integration
- Experienced URP Shader Graph

Other Skill(s)

**Adobe Photoshop, Illustrator, After Effect, Premiere Pro & Media Encoder
 Project Management**

Programming Language

Unity C#, C++, C

Experienced (Side Projects)

**Python, HTML with CSS,
 Javascript, Java, Objective-C**

Database Mutiplayer

MongoDB Photon Fusion

The Lost Child (PC), **Game Project Studio 1**

Award: Sintok International Games & Gamification 2020: Gold Medalist

Lead Game Programmer

Quarantine Developers – May 2020 – August 2020

- Worked as lead of Game Tech team.
- Game worked with Unity 2D to design and build games for PC.
- Programmed core gameplay systems for the game in Unity C#.
- Ensured successful delivery of final content by the testing deadline and complying the script from all the members.
- Developed and uploaded on itch.io as final products.
- Maintain the quality required by the team.

Hero Park (Mobile Android, IOS)

Junior Game Programmer

Why Knot Studio – April 2022 – September 2022

- Game worked with Unity 3D C# to design and build games for Android and IOS.
- Programmed core gameplay systems such as character profile. (skills, status etc)
- Involved in refactoring codes, debugging, and QA.
- Integrated and Sync the player game data with the backend.
- Created character status visual effects such as spawning VFX, debuff VFX, heal VFX etc.
- Assisted the senior programmer and project coordinator on arranging schedules.

Mamak Simulator (VR)

XR Developer

Agmo Holdings Berhad – January 2023 – June 2023

- Game worked with Unity 3D C# to design and build games for standalone oculus VR.
- Programmed core gameplay systems such as tutorial system, cooking system and audio system.
- Assisted artist on baked environment lighting in Unity for the game.
- Involved in refactoring codes, debugging, and QA.
- Created game visual effects such as smoke VFX, burned VFX, water liquid effect.
- Assisted the team lead and project manager on arranging schedules.

Education

Bachelor of Game Development (HONS)

2019 – 2022 | CGPA 3.63

UOW Malaysia KDU University College, Utropolis Campus, Selangor, Shah Alam

Foundation Studies (Art and Technology)

2018 – 2019 | CGPA 3.58

UOW Malaysia KDU University College, Utropolis Campus, Selangor, Shah Alam

Languages

Fluent

Mandarin, English, Cantonese

Conversational

Bahasa Malaysia