

# Chiew Jia Hong

(+60)18 257 2068 | Petaling Jaya, Selangor | [chiewjh2009@gmail.com](mailto:chiewjh2009@gmail.com) |  
<https://chiewjh.wordpress.com/> | <https://www.linkedin.com/in/chiewjiahong/> |  
[@\\_kurumic.game.dev\\_](mailto:@_kurumic.game.dev_) | <https://chiew12301.itch.io/>

---

**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** **Agmo Holdings Berhad**

### **Advanced XR Developer – April 2024 – Present**

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

### **Agmo Holdings Berhad**

#### **XR Developer – October 2022 – Mar 2024**

- 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 teamspeed 20% of the production progress
- Experienced on Setting Up Firebase and integrating Firebase with Unity including Firestore.
- Experienced on Review codes from the team and provide feedback on improvement.
- Experienced in integrating Unity projects 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.

### **Why Knot Studio**

#### **Junior Game Programmer – April 2022 to September 2022**

- Experienced on developing android games with getting backend data to display on user interface(front-end), optimizing, UI implementation, creating features 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.

## **Why Knot Studio**

### **Game Programmer Intern – Jan 2022 to April 2022**

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

## **Game**

### **Project(s)/Award(s)**

May 2020 – August 2020

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

**Award: Sintok International Games & Gamification 2020: Gold Medallist.**

Lead Game Programmer of Quarantine Developers.

- Worked as lead of the Game Programmer team.
- Developed with Unity 2D and built for PC.
- Programmed core gameplay systems for the game in Unity C#.
- Ensured successful delivery of final content by the testing deadline and compiling the scripts.
- Developed and uploaded on itch.io as final products.
- Maintain the quality required by the team.

April 2022 –  
September 2022

### **Hero Park (Mobile Android, IOS)**

Junior Game Programmer of Why Knot Studio

- 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.

January 2023 – June 2023

### **Mamak Simulator (VR)**

XR Developer of Agmo Holdings Berhad.

- 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.
-

## 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

### Programming Language(s)

- C++
  - Developed Text Based Game
  - Experienced SDL
- C#, C
- Python
- HTML with CSS
- Javascript (Node.js)
- Java
- Objective-C

### Database

- MongoDB

### Multiplayer

- Photon Fusion

### Adobe Photoshop & Illustrator

- Pixel Art
- Text-Based Logo for PogTechDigital

### Adobe Premiere Pro

- Edited commercial video for “Teddo”
- Edited Video for School Projected

### Project Management

- Experienced on Agile Development
- Experienced on Manage and Planning Schedule
- Experienced on Public Relation for Project

### Autodesk 3Ds Max

- Experienced Fundamental of Modelling

### Adobe After Effect

- Experienced Text Based Logo Animation

### Adobe Media Encoder

- Experienced on Exporting from After Effect to MP4 File format

---

## Education

2019 May – 2022  
May

### Bachelor of Game Development (HONS).

CGPA 3.63

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

2018 May – 2019  
May

### Foundation Studies (Art and Technology)

CGPA 3.58

KDU University College, Utropolis Campus, Shah Alam, Selangor.

---

## Languages

### Fluent

- Mandarin
- English
- Cantonese

### Conversational

- Bahasa Malaysia

