

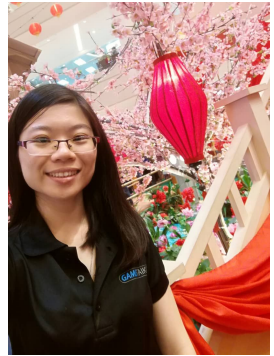
Wisley Ng

Game Developer

No 79, Jalan Rompin Indah 3, Taman Rompin Indah, 26800 Kuala Rompin, Pahang.

(60) 17-941 5813

wisely.ng.93@gmail.com



PROFILE

I had been experienced using microsoft visual studio software with Unity game engine and C# scripting language for 6 years. I can work in a team, provide support and help solve problems by communicating with teammates. I can also work independently with minimal supervision to provide quality games. I'm willing to learn new knowledge and explore new skills to help me enhance my job performance.

EXPERIENCE

Game Taiko Sdn Bhd — *Unity Game Developer*

SEPT 2017 - PRESENT

- A part of development team to develop educational arcade game for kids with kinect integration, funded by Mdec.
- Assist development team in project collaboration with Les' Copaque by integrating Kinect into existing game and published during Upin Ipin Carnival.
- Assist development team in developing educational kinect games for kids and published at arcade machine.
- Work closely with team on developing VR horror game and published in VR arcade machine.
- Leader in Industrial Entrepreneurship Program (IEP) by guiding interns to develop games.
- Work closely with game artist in customizing, developing 2D mobile games and published in android platform, google play.
- Work as UI programmer for E-games project under collaboration with partner company using Unity Engine.
- Develop E-games app under collaboration with partner company using Unity Engine.
- Assist project lead on customize, install and publish VR arcade machine at site as well as troubleshooting and updating system.
- Assist project lead on customizing mobile platform game for client.
- Work closely with game artist and 3d modeler in developing educational mobile game for kids.
- Work closely with project lead in developing event game for GNC company.
- Work closely with project lead in developing space simulation for UDA malls, ipoh.

SPM Syarikat Permainan (Malaysia) Sdn Bhd, — Internship

SEPTEMBER 2016 - FEBRUARY 2017

- Assist in implementing physical *sahibba-choopp* into digital mobile game and publish into google play store.
- Work closely with project lead and team to develop a game concept for *sahibba-choopp*.
- Work as a game tester on playtesting *choopp* - mobile game to find out bugs, user experience, and provide feedback to developer.
- Work as UI game programmer for *choopp* - mobile game by integrating graphic, music, sfx into game.
- Work closely with project lead and artist on video editing for “*sahibba-choopp*” intro video..
- Work closely with project lead and artist on video editing for “Tower Up Mini” contest.
- Work closely with graphic designer on creating company banner for “Tower Up Mini” Contest.

EDUCATION

Universiti Teknikal Malaysia Melaka, Melaka *Bachelor of Information Technology (Games Technology)*

SEPTEMBER 2013 - FEBRUARY 2017

CGPA : 3.52

Alpha College of Technology, Seremban *Intensive English Program*

JULY 2013 - AUGUST 2013

SMK SERI ROMPIN, Kuala Rompin, — STPM

JUNE 2011 - DECEMBER 2012

CGPA : 2.33

Field of study : Science (Physics)

SMK ROMPIN, Kuala Rompin, — SPM

JAN 2009 - DECEMBER 2010

Field of study : Science

PROJECTS

- ❖ **Loonatic Lagoon** — *Education, Kinect Arcade*
- ❖ **DaDuDiDo Sports** — *Event, Kinect Arcade*
- ❖ **School of Beats** — *Education, Kinect Arcade*
- ❖ **Pirate Smash** — *Education, Kinect Arcade*
- ❖ **Paper Samurai** — *Education, Kinect Arcade*
- ❖ **Villa Sofia** — *Horror, VR Arcade*
- ❖ **Mini Hero : Platform Game** — *Casual, Mobile*
- ❖ **Baby Dentist Doctor** — *Casual, Mobile*
- ❖ **Monster Truck 2D** — *Casual, Mobile*
- ❖ **Lanoon Attack** - *Platformer, Mobile*
- ❖ **Loonatic Lagoon** — *Casual, Mobile*
- ❖ **VR Space Simulation** — *Simulation, VR*
- ❖ **Brain Speed Challenge** — *Event, PC*
- ❖ **The Legend of Chinese Zodiac** — *RPG, PC*
- ❖ **Buzzy Bee** — *Casual, PC*

SOFTWARE

Unity2D & 3D, C#, Postman, Blender 2.8

Adobe Photoshop & Illustrator, Adobe After effect, Adobe Premiere Pro

Google docs, Google excel, Google slides

Sony Vegas

LANGUAGES

Spoken

Mandarin, Cantonese, English, Malay

Written

Mandarin, English, Malay