Cheong Shu Hui

Game Developer

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SUMMARY

I have more than 5 years of professional game development experience and has shipped several game titles

I am highly adaptable and proactive in learning new technologies

I am a strong team player and can work in both startup and MNC environments.

EMPLOYMENT HISTORY

Client Engineer   Recoded Pte Ltd   Sep 2024 - Present

- Developed multiple unreleased casual games
- Developed Blcok Match Jam using Unity DOTs
- Worked on UI screens and UI elements
- Implemented animations and gameplay feedback
- Custom in-house Unity editor tools

Project Name: Block Match
Platform: Mobile(iOS/Android)
Tech Stack: Unity, Visual Studio
Language(s): C#

Game Developer   Affyn Pte Ltd   Aug 2022 - Sep 2024

- Shipped a 2D progression system from end-to-end in collaboration with artists and designer
- Implemented spectator mode for private room with Photon
- Designed and developed an in-game shop system with in-app purchases for iOS and Android
- Integration of analytical tools into the game client
- Handled deployment of multiplayer servers with Playfab
- Handled operations on respective stores such as deploying game updates, handling of refunds, etc.
- Developed rapid prototyping of mini games for proof of concepts

Project Name: Buddy Arena
Platform: Mobile(iOS/Android)
Tech Stack: Unity, Visual Studio, PlayFab, GraphQL, Amplitude
Language(s): C#, Typescript

Game Developer   Dynamite Games   Jun 2020 - Jul 2022

- Worked as a game developer focusing on client-side.
- Developed and shipped several games using Cocos Creator.
- Implemented game analytics to existing live games to help understand player behaviors better.
- Developed a backend combat simulator for DGP Legends blockchain game with C++
- Coordinated and lead other team members to develop the combat system

Project Name: D.G Pal Legends
Platform: HTML5 Browser
Tech Stack: Cocos Creator, Visual Studio
Language(s): C++, C#, Typescript

SKILLS

Programming Languages: C# C#, TS Typescript, C++ C++
Game Engines: Unity, Cocos Creator
Tools: Visual Code, Git, GraphQL, PlayFab, Jira
Languages: English (Proficient), Chinese (Native)

EDUCATION

Digipen Institute of Technology, Singapore

- Bachelor of Science in Computer Science and Game Design - 2016 to 2020

CERTIFICATIONS

AWS Certified Developer - Associate - April 2023 to April 2027
AWS Certified Solutions Architect - Associate - December 2023 to December 2026