Jason Chan Hian Hong
Game Programmer

A graduate Computer Science student who has always been passionate about games as a medium. Now that I've graduated from university, I'm putting all my efforts towards learning about game development and getting into the industry!

Game Projects

Oct 2019, **Soul Food** - Solo game programmer, designer, artist, writer, UI designer
- a short narrative game I created and released in a month using Unreal Engine 4, only getting help for sound and music.
- created a custom dialogue system tailored to my specific use case.

Jul - Sep 2019, **[Unfinished] Where Gods go to Die** - Solo game programmer and designer
- a prototype that never went anywhere.
- created custom C++ camera component and player character class, also attempted to integrate the Gameplay Ability System.

2015, **Scotland Yard**, Programmer
- implemented the game mechanics of the boardgame, Scotland Yard, in Java as part of a university class.

Work Experience
Jul - Aug 2017, **Diffusion Kinetics Ltd., London** - Internship
- programmed Haskell bindings to the Echarts Javascript framework as part of a toolchain for data visualisation.

Education
2015 - 2019, **University of Bristol** - (BSc) Computer Science 2:1
- Studied a wide range of computer science subjects, including:
  - **Computer Graphics**: implemented a raytracer and a rasterizer from scratch in C++ without external libraries.
  - **Character and Set Design**: recreated a real café interior in Maya, rendered shading and lighting in Arnold.
  - **Web Technologies**: worked on the full stack of a mock website using a Node.js server and a SQLite database.
- **Final year individual project**: *Passive Energy Expenditure Estimation using Anonymized Video Devices*

2014 - 2015, **Taylor's College Subang Jaya, Malaysia** - Cambridge GCE A Levels 4A*

Achievements
2015, **University of Bristol** - Received the Barry Thomas Scholarship in Computer Science

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References available on request

Contact

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Skillset
Unreal Engine 4
●●●◑○ Intermediate+

C/C++
●●●●○ Comfortable

Java, Python, Haskell
●●○○○ Fair

HTML5, CSS3, Javascript
●●●○○ Intermediate

git
●●●○○ Intermediate

GIMP, Inkscape
●●●○○ Intermediate

Maya, Blender
●●●○○ Intermediate

Creativity and visual storytelling
●●●◑○ Intermediate+

Languages:
English - fluent
Mandarin and Malay - basic

Soft skills:
- Strong understanding of teamwork
- Good communication and community management skills