ONG LI HOU
王 利 豪
GAME PROGRAMMER

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ABOUT

I am a generalist game programmer and a casual gamer. I strive to write clean and self-documented code so that the other programmers can grasp the idea of the code with less friction. I aim to apply the appropriate coding architecture so it can save a lot of time when it comes to expanding the functionality of the code.

EMPLOYMENT

Cellar Vault Games
Game Programmer
- September 2021 - Present
- Refactor the code from the previous project to use it as the base for "Paper Ghost Stories: Third Eye Open" [LINK].
- Set up the necessary widget and actor blueprints for the designer to use in the levels.
- Using C++ and blueprints, design and implement game systems (such as quest system, dialogue system, camera system, game loading and saving) that are tailored for our project.
- Debug and fix the bugs reported by our internal team or the team from the publisher.
- Localization. Configure the project so that the texts in the game can be translated into different languages.
- Package the project and upload the game to Steamwork so it can be made public during LudoNarroCon and Steam Next Fest.

Game Programmer Intern
- September 2019 - December 2019.
- Bugs fixing for "The Plight" [LINK] and implements the technical features for "Paper Ghost Stories: 7PM" [LINK]

ONLINE PORTFOLIO

https://immash.wixsite.com/about-mash [LINK]

ACTIVITIES

Level Up KL 2019
- Showcase and took care of the game booth for my final year group project 'Echoes Of You' [LINK] at Level Up Play 2019.

Global Game Jam (January 2019)
- Made my first game in Unreal Engine in a team of 8, based on the theme "family" and an online generated name - "Virtual Shadow World Tour".

Sea Game Jam 2018
- In a team of 4, we made a 2D pong game with instant messaging elements in Unity.

TECHNICAL SKILLS

C++ (4 years exp.)
- Fluent in C++ features such as operator overloading, pointer, reference, template.
- Solid knowledge of OOP concepts such as polymorphism, data encapsulation, abstraction and inheritance.

Unreal Engine (3 year exp.)
- Proficient in using blueprints, UMG, post process material, sequencer.
- Fluent in Unreal C++. Familiar with Slate, module, subsystem.

Source Control (3 year exp.)
- Understand the concept of git and have used Perforce during work.

UNITY 3D & C# (2 years exp.)
- The engine I used the most in college before transitioning to Unreal Engine.
- Made 2D PC games and 3D mobile games with it.

EDUCATION

UOW Malaysia KDU College, Glenmarie Campus
- Bachelor of Game Development (HONS), major in Game Programming (Sept 2017 - Dec 2019) (CGPA 3.85)

KDU Penang University College
- Diploma in Games Technology (Mar 2015 - Aug 2017) (CGPA 3.56)

SMK Chung Ling Butterworth
- Science stream, graduated since 2014. (SPM: 8A 2B)

LANGUAGES

CHINESE	SPOKEN & WRITTEN
ENGLISH	SPOKEN & WRITTEN
MALAY	SPOKEN & WRITTEN
HOKKIEN	SPOKEN

REFERENCES

Benny Chan Beng Lee
- Co-founder of Cellar Vault Games, Designer
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