

JHONNY NG

VIDEO GAME PROGRAMMER

CONTACT

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PROFILE

Video Game Design and Development graduate skilled in coding for video games with expertise in C++, C#, and Microsoft Office. Proficient in Unity and Unreal gaming engines, adept at collaborating across teams in project management environments.

Avid video game enthusiast, well-versed in Fortnite, Destiny 2, Apex Legends, and League of Legends.

SKILLS

- UNITY
- UNREAL
- C++
- C#
- DISCORD
- BASICS OF NETWORKING
- MICROSOFT OFFICE
- WIDE-RANGING KNOWLEDGE OF GAME TRENDS
- TIME MANAGEMENT

EDUCATION

Toronto Film School
Video Game Design and Development, Diploma
2023

EXPERIENCE

Capstone Project – *Comma Splice*

Jul 2021 - Feb 2023

- Collaborated with a team of 5 colleagues to create a captivating multiplayer party game.
- Implemented player mechanics, player movement, and a camera system to enhance gameplay.
- Utilized Photon for basic networking, ensuring smooth synchronization in multiplayer mode.
- Designed and developed a user-friendly lobby scene, facilitating player interaction before starting the game.

Unreal 4 Project – *Shooter98*

Jul 2022 - Nov 2022

- Developed a compelling first-person shooter game with the objective of destroying all turrets.
- Implemented custom turret mechanics that detect the player within a certain range and initiate firing.
- Utilized C++ scripts to design player movement and firing functionalities.

Unity Project – *Memories of a Knight*

Jul 2022 - Nov 2022

- Designed and implemented custom Enemy AI behavior that intelligently tracks and attacks the player when they approach.
- Created and optimized custom Cannon Mechanics to launch precise and challenging attacks against the player.