

KELVIN, KWAN HOI LEUNG

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EDUCATION

07. 2019 > Bachelor of Science in Creative Media

07. 2021 City University of Hong Kong, Hong Kong

- ◆ Relevant Courses – **Computer Programming, Data Structure for Media, Applied Algorithms, AI Game Programming, Game Prototype and Design, Visual Communication (UI & UX)**

09. 2017 > Higher Diploma in Game Software Development

06. 2019 Hong Kong Institute of Vocational Education, Hong Kong

- ◆ Relevant Courses – **Game Engines for Game Development, Mobile Game Technology, Game Software Development and Assurance, Mathematics for Computer Game Development**

EXPERIENCE

09. 2020 > Bachelor Graduation Project | ARPG Unity Engine (PC)

05. 2021 City University of Hong Kong

- ◆ Built to support **multiplayer** by using **MLAPI**
- ◆ Developed **1** major opponent A.I. character controlled by **Finite-State Machine**
- ◆ Created the Skills System adopting **Strategy pattern & Scriptable Objects**, featuring 10 skills gears toward 4 elements and 8 combat status
- ◆ Optimized the skills shot objects using **Object pool pattern**
- ◆ Implemented interactive element fields with **7 variants** while interacting with various element skill shots
- ◆ Implemented **Unity Cinemachine** for camera motion
- ◆ Attempted using **Unity Machine Learning Agents** for A.I. on players

09. 2019 > Higher Diploma Graduation Project | RTSG Unity Engine (PC)

06. 2020 Hong Kong Institute of Vocational Education, Hong Kong

- ◆ Awarded **Graduation Project Exhibition Outstanding Project Award**
- ◆ Built to support **multiplayer** by using **Photon Engine**
- ◆ Implemented Social System by using **Socket IO & MySQL** through **Node JS**
- ◆ Built a register webpage using **PHP & Express** through **Node JS**
- ◆ Designed and built the **Game Lobby UI** with **match queue, social** and **game room function** supported for 2 different game modes with **Unity UI components**

SKILLS

LANGUAGE

English
Chinese – Cantonese
Chinese – Mandarin

SOFTWARE

Adobe Ps/Ai/Xd
Balsamiq
3ds Max

CODING

C#
Java
Python
Js/Css/HTML/MySQL

GAME ENGINE

Unity Enigne
MonoGame Engine
GoDot Engine