

# YONG GEE ENN

## Game Programmer/ Software Engineer

Skilled and passionate in gaming and game development. Positive reputation for efficiency, quality work, timely construction, and complete project at or below estimated budget. Knowledgeable in all aspects of game development. Bringing forth a commitment to creating powerful games and art pieces that can inspire, entertain and share perceptions with players all around the world.



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## WORK EXPERIENCE

### Streamline Studios Malaysia Sdn. Bhd.

*Game Programmer Intern* 10/2022 - 04/2023

*Junior Game Programmer* 05/2023 - 09/2024

- Develop new features and make improvements based on requirements.
- Communicating with leads, seniors and programmers to optimize code, discuss edge cases, gaining ideas and helping each other to create a solid and well-functioning system.
- Reporting progress in Jira and daily standups to ensure smooth production pipeline and keep every member updated.
- Code review to help making the code easier to maintain and increase readability, provide and receiving new insights.
- Document systems developed for designers and other team members to understand the systems and ensure they are up-to-date.
- Utilizing and integrating source control tools such as UGS and Perforce.
- Working on with UMG, GAS system, camera system, animation system, Lyra, etc.

### Virtuos Kuala Lumpur Sdn. Bhd.

*Junior Software Engineer* 10/2024 - 04/2025

*Software Engineer* 05/2025 - Present

- Leading a small team of programmers to complete a prototype project.
- Exposed to more project management, team leading knowledge and related hands-on experience.
- Provide guidance and suggestions to the juniors and interns.
- Involved in project's production, learned to provide suggestion to help upgrading and improve the projects systems and requirements.
- Expanded more research field on Unreal Engine's systems such as MVVM, Gameplay Camera, and etc.
- Having extensive experience on project's folder structure, documentation and planning to make the project production and communication between the teams easier.

## SKILLS

Unity C++/C# HTML Audacity Blender

Adobe Illustrator Adobe Photoshop CSS

Adobe Premiere Adobe After Effects JavaScript

Unreal Engine Perforce

## EDUCATION HISTORY

SPM in SMK Skudai

(01/2015 - 12/2016)

- *Science Stream*

STPM in Maktab Sultan Abu Bakar, Johor

(05/2017 - 12/2018)

- *Science Stream- Physics*

University Teknikal Malaysia Melaka

(09/2019 - 03/2023)

- *Bachelor of Information Communication and Technology (Game Technology) with Honours, CGPA 3.88*

## PROJECT/ EVENT INVOLVEMENT

The Walking Dead: Saints&Sinners (Meta Quest 3)

*Junior Game Programmer*

Pacific Drive

*Junior UI Game Programmer*

The Elder Scrolls : Oblivion Remastered

*Additional Software Engineer*

Upin & Ipin Universe

UTeM's Final Year Project Showcase - Graduate Digital Innovation & Development 2025

*Jury*

## CERTIFICATION

Unity Certified User: Programmer

*View credential [here](#)*