

CHAN KAH YONG

Phone: (60)10-958 6656 | Email: cky734@gmail.com

[LinkedIn](#) | [GitHub](#) | [Portfolio](#)

EDUCATION

MULTIMEIDA UNIVERSITY

Bachelor of Computer Science (Hons.)

Specializing in Game Development

Cumulative GPA: 3.96/4.0s

Cyberjaya

October 2023 - October 2026 (Expected)

SMK ST. MICHAEL

Sijil Tinggi Persekolahan Malaysia (STPM)

Cumulative GPA: 3.92/4.0s

Ipoh, Perak

January 2021 – April 2023

PERSONAL PROJECTS

[METROIDVANIA-INSPIRED-GAME](#) | Unity

- Developed a 2D action game with basic player movement, dash, shield, and three attack mechanics.
- Implemented enemy patrol behavior, animation state machines, event functions, and simple UI design.
- Integrated Cinemachine to create seamless camera transitions and minimize player motion sickness.

[FLAPPY BIRD CLONE](#) | Unity

- Developed a Flappy Bird clone game using Rigidbody2D for player movement and ground stability.
- Used arrays to randomly spawn 5 different pillar types, generating dynamic obstacle patterns.
- Implemented collision detection, score counting with trigger colliders, best score saving system with medal reward.

[FOX IN JUNGLE](#) | Blender

- Created a 20 seconds 2D style animation using modeling, shape keys, head tracking, simple bone rigging and timeline animation.
- Designed and animated full scenes with lighting, emission effects and texture blending primarily using Mix Shader to enhance dynamic atmosphere.
- Implemented particle systems including fire sparkles, grass, fireflies and butterfly trails to add visual effects.

UNIVERSITY PROJECTS

["ROBOT WAR" SIMULATOR](#) | C++

- Developed a turn-based "Robot War" simulator to simulate robot battles on a 2D battlefield.
- Implemented robot classes with OOP principles (inheritance, polymorphism) to model robot types.

ASSEMBLY LANGUAGE INTERPRETER | C++

- Built an assembly interpreter simulating a virtual machine with registers, memory, and program counter.
- Implemented arithmetic and bitwise operations with robust error handling for overflow, carry, underflow, and zero flags, with modular functions for load/store, output printing, and flag updates

ACTIVITIES

IT Society - Assistant Treasurer

August 2024 – January 2025

- Maintained accurate bookkeeping records and monitored all club financial transactions.

CodeNexion 2024 - Treasurer

August 2024 – December 2024

- Managed and tracked the budget for a large-scale event with 200+ registered teams and 500+ participants.

Hackerspace MMU - Hackathon Director

December 2024

- Directed a two-day hackathon, managing the event schedule, logistics, and overall participant experience.

ADDITIONAL

Technical Skills: Unity, Unreal, Blender, GDevelop, Java, C++, Python

Soft Skills: Communication, Teamwork, Leadership, Problem-solving, Adaptability, Creativity

[Testimonial from Samuel Lim, Assistant Manager Marketing, Genting Malaysia Berhad](#)

Languages: Mandarin, Cantonese, English, Bahasa Melayu