

Chua Zhen Xun

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Professional Summary

An aspiring front end game developer seeking a full-time position in the field of gameplay programming, aiming to enhance and innovate gameplay experience. Committed to developing, maintaining, and improving world exploration, ensuring it is meaningful and exciting.

Skills

C | C++ | C# | Game Design | Game Development | GitHub | Unity | Figma | Tenacious | Quick Learner | Communication | Collaborations | Problem Solving | Time Management |

Education

- **Digipen Institute of Technology, Singapore** **Sept 2021 - Sept 2025**
Bachelor of Science in Interactive Media and Game Development
- **Republic Polytechnic** **Feb 2016 - Dec 2019**
Diploma in Green Building Energy Management
- **Institute of Technical Education** **May 2014- Apr 2016**
Higher National ITE in Electronic Engineering

Projects

- **Skull and Bones** **Aug 2024 - Apr 2025**
Brief: Worked in a product-oriented delivery group to develop and maintain UI systems, using in-house engine and tools to create automated UI gameplay visuals
Role: UI Gameplay Programmer
Task: Programmed UI system that works in conjunction with graphical programming tools to automate gameplay UI visuals. Rapid prototyping and improving UI designs and systems design.
- **Saboteurs of War** **Aug 2022 - Apr 2023**
Brief: Collaborated with a team of 7 to develop a custom engine from the ground up, utilized to create a 2D top down 8 bit space shooter game.
Role: Programmer, Audio Lead
Task: Create audio assets and audio management through sound editing for sound effects, background effects and Foley sound effects. Worked with rapidjson for Serialization and Deserialization, physics collision and gameplay enemy AI behavior as well as fleet spawning mechanics and combat mechanics.

- The Witch's Hut*** **May 2023 - July 2023**
 Brief: Designed and developed a 3D walking simulation game in Unity featuring a cat in the hut, focusing on immersive level design and interactive environment for a module in Digipen.
 Role: Programmer
 Task: Scripting pivotal scenarios and cutscenes that significantly influence the game's storytelling and animating the main character, the cat.
- Jarheads and Castles*** **Sept 2021 - Dec 2021**
 Brief: Learned to work in a team of 4 as the gameplay programmer and the level designer to develop a 2D lemmings-themed game focused on timing and precision gameplay using the Alpha Engine developed by Digipen.
 Role: Programmer
 Task: Creating the levels of the game, helped innovate the gameplay mechanics and made audio sound effects.

Experience

- Gameplay Programmer Intern – Ubisoft Singapore, Singapore*** **Aug 2024 - Apr 2025**
 - Developed and implemented gameplay UI systems in Skull and Bones through close collaboration with designers and artists, enhancing player engagement and overall experience.
 - Programmed, debugged, and optimized a wide variety UI widgets and modules using an in-house engine and tools, increasing performance and reliability.
- Teaching Assistant – Digipen Institute of Technology, Singapore*** **Aug 2023 - Oct 2023**
 - Taught advanced scripting and coding best practices, empowering students to independently resolve future programming challenges.
 - Guide students in game design and development, providing constructive feedback that led to measurable improvements in student projects.
- Lab Assistant – Nara Institute of Technology, Japan*** **Oct 2018 - Dec 2018**
 - Contributed to a solar energy project by measuring energy efficiency and optimizing energy output.
 - Designed and programmed Arduino circuits for solar panel testing, using the tool in evaluating commercial solar cell efficiency, increasing operational efficiency.
- Electrical Design Engineer – Sembcorp Marine, Singapore*** **Sept 2015 - Feb 2016**
 - Prototyped and iterated layout designs for cabling and electronic equipment on ships, streamlining installation processes.
 - Enhanced circuit designs using AutoCAD, contributing to reliable electrical system configurations.