



KENT CHUA

GAME PROGRAMMER

My passions towards art and technology led me to where I am today, making games! Now, I am studying at Futuregames to improve my skillsets while looking for opportunities to join the game industry!

EXPERIENCE

[all projects](#)

CONTACT

vkentchua@gmail.com

LINKS

kentchua.dev

[LinkedIn](#)

[Github](#)

itch.io

PROGRAMMING LANGUAGES

C#

C++

Python

TOOLS

Unity

Git

Unreal

VS (IDE)

OpenGL

LANGUAGES

English

Mandarin

Aug - Nov 2024 **General Programmer, (XYZ)^0**

- A personal group project with goals of learning how to make a game from scratch in C++ and OpenGL.
- **Contributions:** Render Programming(OpenGL), behavior tree system for enemies, project setup with Visual Studio



May - Jun 2024 **Gameplay Programmer, Redhood**

- A school game project of 10 members. Puzzle platformer game.
- **Contributions:** Interact system, light interactive system, checkpoint system



Mar 2024 - present **Solo Developer, Kana**

- A personal project for a Steam game that helps users learn the Japanese alphabets.
- **Contributions:** Steamworks integration, gameplay, color palette system, steam leaderboard



Jan - Feb 2024 **Lead Programmer, Wingman**

- A school game project of 14 members. Mobile air racing game.
- **Contributions:** Custom Level Editor (UI Toolkit), checkpoint system for levels, guiding programmers



Nov 2023 - Jan 2024 **Solo Developer, Yatzy**

- A personal project to improve my programming skills and learn networking.
- **Contributions:** Network programming (Unity NGO), gameplay loop, combination rules (Full House, Yatzy, etc.)



EDUCATION

Sep 2023 - Dec 2025 **Futuregames, Sweden**
Game Programmer with Gameplay Specialization

◆ [Merit Scholarship 2023](#)

Jun 2021 - May 2023 **Taylor's University, Malaysia**
American Degree Transfer Program, Computer Science

Relevant courses:
Linear Algebra, Calculus, Physics, C++ & Java