

Yee Zhan Quan

SENIOR GAME PROGRAMMER

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1. ABOUT

I am a senior game programmer. I've finished my studies from Bachelor of Game Development program in UOW Malaysia KDU and graduated by the end of 2020. I have a passion for programming, especially related to gameplay mechanics and artificial intelligence, interested in dealing with challenging issues as well in order to solve and improve my skills.

2. EDUCATION

Bachelor of Game Development (Hons)

UOW Malaysia KDU, SHAH ALAM (2017 - 2020)



SPM (Sijil Pelajaran Malaysia)

Foon Yew High School (2014-2015)
Johor, Kulai

UEC(Unified Examination Certificate)

Foon Yew High School (2014-2015)

3. SKILLSETS

- Unreal Engine 4/5 
- C++ 

4. LANGUAGE

MALAY - SPOKEN

ENGLISH - SPOKEN & WRITTEN

CHINESE - SPOKEN & WRITTEN

5. INTERESTS

- Playing video games (FPS/TPS/Actions)
- Explore musics
- Read light novels
- Read manga/comics

6. AWARDS

MSC Malaysia APICTA 2015

Best of Secondary Student Project

6. WORKING EXPERIENCES

YOUTUBE (2017 ~ 2020) :

- Edit warframe video and render
- Engage with viewers
- Understanding the target audience

Game Programmer (Glow Production - 2020) :

- 6 months of working experience as an Intern in Glow Production.

Game Programmer (Streamline Studios - 2020~2022)

Senior Game Programmer (Streamline Studios - 2022~2023) :

Senior Game Programmer (LiquidX Studios - 2023~2025) :

- 5 years+ of remote working experience
- Experienced with Unreal Engine 4/5
- Experienced with UI
- Experienced with GAS
- Experienced with Networking/Multiplayer
- Experienced with Gameplay Programming
- Semi-experienced with other game engines (RED ENGINE)

7. PROJECTS

- Cyberpunk 2077 - CD Projekt RED
- Multiversus - Player First Games
- Bake N Switch - Streamline Studios
- Warden's Ascent - LiquidX Studios

8. PORTFOLIO

<https://zquanz.wixsite.com/quan>