



CONTACT

vkentchua@gmail.com

LINKS

[Portfolio](#)

[LinkedIn](#)

[Github](#)

[itch.io](#)

PROGRAMMING LANGUAGES

C#

C++

Python

TOOLS

Unity

Unreal

OpenGL

Git

LANGUAGES

English

Mandarin

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 and improving my skillsets while looking for opportunities to join the game industry!

EXPERIENCE

May -
Dec 2025

Programmer Intern, [Friendly_Foe](#)

- Worked on [PIT OF GOBLIN](#)
- An online co-op game.
- **Contributions:** Magic system, discovery/journal system, in-game UI, improving existing features and more (refer to [portfolio](#) for more topics!)



PROJECTS

[all_projects](#)

Aug -
Nov 2024

Programmer, [\(XYZ\)^0](#)

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



Mar 2024 -
Oct 2025

Solo Developer, [Kana](#)

- A personal project for a Steam game that helps users learn the Japanese "alphabets".
- **Contributions:** Character stroke system, typing gameplay, color palette system, Steamworks integration (leaderboard, DLC)



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