



## CONTACT

[vkentchua@gmail.com](mailto:vkentchua@gmail.com)

## LINKS

[kentchua.dev](https://kentchua.dev)

[LinkedIn](#)

[Github](#)

[itch.io](#)

## PROGRAMMING LANGUAGES

C#

C++

Python

## TOOLS

Unity

Git

Unreal

VS (IDE)

OpenGL

## 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 to improve my skillsets while looking for opportunities to join the game industry!

## EXPERIENCE

[all projects](#)

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