

# JUSTIN WONG

Game Developer & Programmer



<https://justinwongdev.com/>



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*A highly-motivated, and autodidactic, game developer who is excited by new experiences.*

## PROJECTS (SEE WEBSITE)

## SKILLS

### Neon Skies: QUT group capstone project

- Role: gameplay, UI and physics programmer
- A stylised, drone-piloting game with package delivery, civilian rescue, and time trial mini-games
- Developed skills in full development life cycle, and team dynamics

### Demos: AI pathfinding, swarm physics, Cinemachine & RPG features

- ZomBee Farm: human AI controlled through A\* and greedy pathfinding, and DFA behaviour; bees controlled with swarm physics and a FSM
- Generic RPG: dungeon-crawler including random dungeon generation, item system, and a combat system in pixel art

### Everyday Encounters: QUT solo capstone utilising augmented reality

- An AR RPG where players controlled their character's movement by moving themselves and their mobile device in real-world space, allowing for players to move in and out of melee attack ranges, to dodge area of effect and projectile attacks, and to collect item drops
- Without any commercial examples or online tutorials for this unique mechanic, self-driven experimentation and research was required to deliver the desired player experience

### Doom Level Editor: group project exploring player experience

- Role: producer and level designer
- Designed, implemented and tested a custom, Doom level
- Developed strong conflict resolution skills

### Programming Languages

C#  
HTML, CSS  
SQL

### Game Engines

Unity 5

### Version Control

Git  
GitKraken, SourceTree

### Project Management

Jira, Trello, HacknPlan  
Google Docs

### Packages/API's

AR Foundation  
TextMeshPro  
WebGL  
Cinemachine

### Other

Visual Studio, Rider  
Windows O/S  
Photoshop  
Davinci Resolve

## EDUCATION

## WORK EXPERIENCE

## HOBBIES

### Bachelor of Business/Games & Interactive Environments 2017-2021

- Queensland University of Technology, Brisbane, Australia
- Majors: marketing & software technologies
- Business School Dean's List Semester 1, 2020

### Diploma of Digital & Interactive Games 2015-2016

- Evocca College, Gold Coast, Australia

### Year 12 2010

- Somerset College, Gold Coast, Australia
- OP 2 / ATAR 98.40
- Cum Laude

### Cuisine on Cue 2019-Present

- Brisbane, Australia
- Supervisor, Front of House

### Investco 2019

- Gold Coast Australia
- Lead Generator

### Kampung Malay 2009-2019

- Gold Coast, Australia
- Waiter

## REFERENCES

- Front of House Manager at Cuisine on Cue

- Marketing Manager at Investco

(Email me for my reference contact information)

### Video / Board Games

- Genres: strategy, RPG
- Teamfight Tactics: Set 3.5 - Masters / Top 0.1% ([lolchess](#))
- Summoner's Rift: S6 - Platinum 2
- Dungeon Master for 2 years

### Improv Comedy

- Completed "Improv Foundations" in 2020 with Big Fork Theatre
- Participate in weekly, improv jams

### Gym and Calisthenics

- 3-5 times per week

### Axe-Throwing

- Participate in a weekly, season-based League