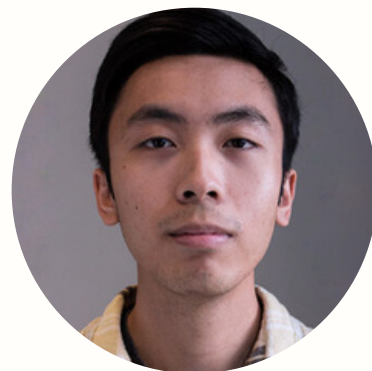


# Ethan Uong

## Game Developer



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<https://ethanuong.net/>

[LinkedIn - Ethan Uong](#)

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## PROFILE

I am a passionate programmer who loves to craft wonderful gaming experiences for everyone. I am proficient in programming languages such as C# and C++, with hands-on experience in popular game engines like Unity and UE5. Additionally, I have been working on creating my own game engine using the DirectX 11 API. My enriching two-year journey at TheGameAssembly has not only equipped me with robust problem-solving skills but has also given me valuable insight into how the game industry works and how to thrive in a teamwork environment, where I can contribute my best to the team.

## WORK EXPERIENCE

### Generalist programmer - Internship

Bitfire Games

September 2024 - Present

- Develop a general system to handle all audio voice lines in Unreal Engine 5
- Refactoring old game classes for better performance
- Working/implementing Gameplay Ability System from Unreal for streamline production
- Bugs tracking and fixing issues using Sentry.io
- Design new system based on requirements
- Reference: Uffe Flarup, Sr. Tech Lead
  - Email: Uffeflarup@gmail.com

### Cashier / Waiter

Linne & Basilika, Kungsback

February 2022 — May 2022

- Worked to ensure high-quality service and addressed any customer issues that arose.
- Usually work in team but also solo when there are no need for more help at restaurant.

### Software Engineer - Internship

City Of Malmö

September 2021 — November 2021

- Intern for the Geodata Unit. Working as a web designer. Handling 3D modeling of Malmö city.
- Making tools for the unit to be able to use in Unreal Engine 4.

## EDUCATION

### The Game Assembly - Vocational College, Malmö

Degree in Game Programmer | August 2022 — April 2024

- Studied game programming patterns, graphic programming, and utilized hands-on tools to aid in debugging and optimizing programs.
- Creating my own game engine and visual scripting module.
- Network programming
- Software design pattern
- Math skill (linear algebra)
- Algorithm
- Learn how to use version control like P4V or Git
- During my two-year tenure, I also collaborated on eight game projects with fellow students, functioning as a small studio

### NTI Malmö Gymnasiet, Malmö

Highschool Diploma | August 2018 — June 2021

- INFORMATION TECHNOLOGY - Specialization: SOFTWARE
- Study C# and Unity, computer technology, interface design, multimedia
- Web design using HTML and CSS5
- Graduation Project: Support Machine for Blind People - using Arduino I built a warning necklace for blind people to help them navigate by sound.

### Oxievång Skolan, Malmö

Middle School | November 2015 — June 2017

## SKILLS

- C++
- C#
- UI programming
- Graphic programming
- HTML
- CSS
- JS
- Unreal Engine
- Unity
- Problem Solving
- Version Control
- Debugging
- Critical Thinking
- Teamwork
- Scrum
- Java
- Software Design patter