



# ALEX MAH

## PROGRAMMER

### PROFILE

I'm a game programmer specializing in Unity and Unreal Engine with an interest in Shaders and VFX after experimenting with it in Game Jams and experiencing its versatility.

### CONTACT

017 622 7995

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

[alexmah123.github.io/](https://github.com/alexmah123) (Portfolio)

[alexmah.itch.io/](https://alexmah.itch.io/)

### CORE SKILLS

- Unreal Engine 5
- Unity
- C++
- C#
- Effective Communication
- Problem Solving

### EDUCATION

#### UOW Malaysia

Bachelor of Game Development

2021 ~ 2024

- Majored in Programming. Used Unity for student projects.

#### Taylor's University

Foundation in Arts

2020 ~ 2021

### LANGUAGES

English - Native

Malay - Fluent

Mandarin - Conversational

### EXPERIENCE

#### Streamline Studios

Junior Gameplay Programmer

2025, Current

- Implement and enhance gameplay features that align with the project requirement.
- Debug and resolve critical gameplay issues that impede production progress.
- Ensure smooth porting and functionality across multiple platforms.
- Collaborate with the team to meet client and project requirements.

#### Aeonsparx Interactive

Internship

2024, 3 Months

- Developed in Unreal Engine 5.
- Worked briefly with GAS to create abilities for production.
- Worked with existing codebase to create user interface for production.
- Learned and applied practices that allow for scalability and maintainability in a working environment.

### PROJECTS

#### Guilt Trip

2024. 5 Months

- Sole Programmer.
- Worked with designer and artists to create intuitive user interface. (HUD, Level Selection, Loadout)
- Implemented gameplay features with modular components. (Components, Stats, Loadouts, AI Decisions)
- Implemented AI which makes decision based on statistical models.

#### Overthron

2023, 6 Months

- Team Lead & Tech Lead, Tech Generalist
- Implemented user interfaces for the game (HUD, Settings, Inspect, Glossary)
- Developed the core systems (Turn System, Status Effect System, Pathfinding)
- Implemented base for game entities (enemies, players, obstacles)

#### Evolve

2022, 3 Months

- Team Lead & Tech Lead
- Created and implemented Ability and Perk System.
- Created and implemented Player Stats