

KING LOK JACK YAU

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Intermediate Software Engineer | Minecraft

Vancouver B.C Canada



SUMMARY

Game Programming student with hands-on experience developing gameplay systems and features using C++, C#, Unity, Unreal Engine 5, and custom C++ game engines. Experienced in gameplay programming, animation systems, AI-driven projects, debugging, and performance-focused development. Strong problem-solving skills with a passion for learning new technologies, collaborating with others, and building engaging gameplay experiences.

PROJECT / WORK EXPERIENCE

Plunderdome | Level Designer / Gameplay Programmer

Couchboat Studio | 2024 - Present

- Designed and created engaging and immersive game levels, ensuring a balanced and enjoyable player experience.
- Developed and implemented gameplay mechanics and features using C# in Unity
- Worked closely with other developers to ensure cohesive and consistent game experiences.

Unless | QA Tester

Bellwood Studio | 2023 - 2024

- Collaborated closely with developers to ensure high-quality game releases.
- Provided constructive feedback on game design and user experience to improve gameplay.
- Strong understanding of game development and testing processes.

Critical Core 2 | Audio Designer / Graphics Designer

Global Game Jam | 2025

- Designed and created sound effects to ensure player can get good feedback from the game.
- Work with developers closely and ensure good quality of the game with a short period of time

VEngine

Personal Project | 2024 - Present

- A custom made C++ game engine with it's own Graphics, Math and Physics library using DX11
- Developed graphics features and shaders, including lighting, rendering improvements, and debugging tools
- Implemented serialization and deserialization using JSON for scenes, game objects, and engine assets.

Busser

KamamaruiRamen & Don | 2022 - 2023

- Worked effectively and collaborating with coworkers in a fast-paced Canadian workplace.
- Maintained clear communication with coworkers even during high-volume service periods.
- Demonstrated reliability, punctuality, and the ability to manage multiple tasks under pressure.

EDUCATION

Lasalle College Vancouver

Visual Gaming & Programming Diploma
2022 – 2024

LANGUAGES

- English (Fluent)
- Mandarin (Fluent)
- Cantonese (Native)