

Yat Long Chan, Chris

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I am currently graduated from university and looking for a job in the game industry.

Links

LinkedIn: <https://www.linkedin.com/in/chris-chan-5722142a7/>

GitHub: <https://github.com/donotbullyelsa>

Portfolio website: <https://donotbullyelsa.github.io/>

Availability

- Available on all days, including weekends
- Not student visa, no limit of number of working hours per week
- Share code for immigration working status can be provided upon request

Key Skills

- 7 years of experience in programming in several languages, including **C++**, **C#**, and **Python**
- 3 years of experience in developing 3D games using game engines like **Unity** and **Unreal Engine**
- 3 years of experience using version control tools like **GitHub Desktop** and **Git LFS**
- Web Development: **HTML5/CSS/JS**
- Familiar with general and academic use of **English**, native speaker of **Mandarin Chinese** and **Cantonese**

Education

University of the West of England, BSc(Hons) Games Technology

(September 2022 – July 2025)

- **Lower 2nd class honour** degree achieved
- Experiences of games development in a studio environment with groups up to 10 people
- Participations in **UWE Global Game Jam** for 3 years (2023 - 2025)

Completed Modules

- *Commercial Games Development* (Games development and publishing in an indie studio environment with a group of 10) (**Unreal Engine**)
- *Comprehensive Creative Technologies Project* (Dissertation, research project on a topic defined by the student: traffic systems in games)
- *Advanced Technologies* (Research project on predefined topics: virtual tour of university, inclusivity in gaming)
- *Games in C++, More Games in C++* (Game programming with **C++ SFML** and **DirectX**)
- *Game Engine Programming* (Developing the same project with 2 different game engines, **Unity** and **Unreal Engine**)

- *Gameplay Programming* (Developing game mechanics with **Unreal Engine**)
- *Games Tech 101* (**Python** programming)
- *Principles of 3D Environment* (3D model creations with **Maya** and their integration with **Unity**)
- *Games Development Evolution, Play and Games* (essay writing)

N.T. Heung Yee Kuk Yuen Long District Secondary School

Hong Kong Diploma of Secondary Education Examination (HKDSE) (equivalent to Advanced Level Examination) with complete certificate

(May 2022)

7 HKDSE subjects, including

English: Level 4

Computer Study: Level 5

Mathematics: Level 5

(for reference, Assessment ranges from Level 1 (lowest) to 5 (highest))

Projects

Global Game Jam 2025: Washing Fever



- Second-place holder of GGJ2025: Washing Fever:
<https://globalgamejam.org/games/2025/washing-fever-8>
- Unity
- Rhythm game

Rubbish Rumble



- Itch.io: <https://lunardriftrr.itch.io/rubbish-rumble>
- Unreal Engine
- Competitive, multiplayer game

More projects can be found in portfolio: <https://donotbullyelsa.github.io/>

Qualification obtained

IELTS examination (Academic) *(December 2021)*

Overall grade: 6.5

Employment History

General Assistant at Fresh Roast Bristol *(November 2022 – May 2023, July 2025 – July 2025)*

Lifeguard at Horfield Leisure Centre *(June 2023 – March 2025)*

References

Reference available upon request