

Raymond Cheng

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2nd Year Games Design & Programming student at the University of Staffordshire

TECHNICAL SKILLS

- **Languages:** C++, C#, Lua, Python, JavaScript/TypeScript
- **Game Engines:** Unreal Engine, Unity, Roblox Studio
- **Other Tools:** Git, Visual Studio, Rider, Vite Press
- **Core Skills:** Gameplay Programming, Systems Design, Data-Driven Architecture, Rapid Prototyping

PROJECTS

Dragon Ball 2D Action Platformer (Unity / C#)

Personal Project [Sep 2025 - Present]

- Built responsive, **coroutine-driven** & player-friendly movement (input buffering, coyote time, variable gravity).
- Developed physics-based combat using **modular architecture** and FSM-driven state transitions.
- Implemented multi-layered “**game feel**” feedback (VFX, SFX, camera, physics, hit-stop, UI).
- Improved runtime performance via **object pooling** for projectiles and VFX/SFX with **configurable** parameters.

First Person Shooter Prototype (Unreal Engine / C++, Blueprints)

University Project [Oct 2025 - Nov 2025]

- Designed gameplay systems using **component-based** architecture and data-driven assets (e.g. weapons, pickups, buffs).
- Reduced garbage collection spikes by utilizing **object pooling** for projectiles and VFX.
- Centralised cross-scene systems (level flow, scoring, audio, pause) via a **singleton** game manager.
- Applied **State + Observer patterns** (events/delegates) for decoupled gameplay & UI communication.

EDUCATION

- BSc (Hons) Computer Games Design & Programming, University of Staffordshire
- A-Levels (Math, Physics, Computer Science), Merchiston Castle School

Employment

Freelance Gameplay Programmer | Roblox (Lua) | Dec 2021 - Present

- Developed gameplay systems in Lua for multiple client projects, optimised for client-server replication.
- Implemented UI, inventory, data stores, and combat in cross-discipline teams.
- Debugged and maintained live games through iterative player-driven updates.

Extracurricular Activities

Cozy/Competitive Gaming & Modding

- Built a Marvel Rivals cosmetic/SFX mod reaching **10M+ cross-platform views** (TikTok, YouTube...)
- Reverse-engineered gameplay systems to design and implement custom features.
- Active in competitive titles (Marvel Rivals, League of Legends, The Finals).

UKIE Student Game Jam 2026 | Lead Programmer (Unity / C#)

- Built synchronized dual-character control and split-screen puzzle systems in a **36-hour jam**, delivering a stable playable prototype.
- **Placed within the Top 10** teams out of 36 (4–8 per team).

Stoke Freshers Game Jam 2024 | Lead Programmer & Designer (Unreal Engine / Blueprints)

- Built modular endless-runner systems (procedural generation, data-driven spawning, event-driven architecture, pooling) with progressive difficulty in a **4-day jam**, delivering a stable zero-bug build.