

JASON CHEW KUANG SHENG

Senior Game Developer | Unreal Engine, Multiplayer & AI Game Development

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PROFILE

Senior Game Developer with 9+ years building multiplayer, mobile, console, VR and AAA game experiences across Unreal Engine and custom engines. Strong in C++, UE4/UE5 gameplay systems, networked feature development, UI, performance profiling, code review and technical leadership. Currently expanding production workflows with AI-assisted development, local LLM tooling evaluation and Godot-based AI pipeline research.

CORE STRENGTHS

Unreal Engine gameplay architecture | Multiplayer and dedicated-server gameplay | Gameplay Ability System, AI and UI systems | Team leadership, mentoring and code review | AI-assisted game development workflows | Performance profiling and optimization | Cross-platform console, mobile, PC and VR delivery | Designer-facing tools and production workflows

TECHNICAL TOOLBOX

Languages: C++, GDScript, JavaScript

Engines: Unreal Engine 4/5, Godot Engine, custom engines

AI / LLM Tools: Claude, Codex, OpenCode, OpenClaw, LM Studio, LLMRouter, local LLM tooling

Gameplay Systems: Gameplay Ability System, Behavior Trees, State Tree, Common UI, UMG/Widgets, networking, replication, dedicated servers

Production Tools: Visual Studio, Perforce, Git, Jira, Confluence, AWS, profiling tools, build automation

Platforms: PC, console, mobile, Nintendo Switch, PlayStation VR

EXPERIENCE

LiquidX Studio

Apr 2023 - Present

Senior Game Developer

- Contributed to Warden's Ascent, a UE5.7 multiplayer mobile project, as part of the core engineering team shaping gameplay systems and production-ready feature delivery.
- Built networked gameplay features for dedicated-server multiplayer, including ability-driven gameplay, AI behavior, UI flow and client integration with service-facing systems.
- Supported multiplayer infrastructure, matchmaking flows, functional testing and build automation while keeping internal implementation details confidential.
- Researched AI-assisted development workflows for games, evaluating Claude, Codex, OpenCode, OpenClaw, LM Studio, LLMRouter and local LLM tooling for practical production use.
- Prototyped an AI pipeline for game development using Godot Engine, focused on improving iteration speed, tooling support and developer productivity without exposing proprietary project data.

Streamline Studios

Jul 2016 - Apr 2023

Lead Game Programmer / Game Programmer

- Led a 3-person engineering support team for an NDA multiplayer project, reviewing work, mentoring developers and collaborating directly with client technical leadership.
- Implemented UE4.26-4.27 Gameplay Ability System features and networked gameplay for dedicated-server architecture while helping establish foundation systems from the ground up.
- Served as Lead Game Programmer on MultiVersus support work, contributing UI, gameplay, backend-facing features and designer tools in UE4.26.
- Helped pitch and build Bake N' Switch as a core programmer, implementing listen server-client multiplayer for Nintendo Switch and PC plus gameplay, UI, animation and platform setup work.
- Delivered VR and AAA support across Project A (NDA), Monster of the Deep: Final Fantasy XV and Final Fantasy XV, including UI/gameplay features, designer tools, PSVR experience and performance optimization.

SELECTED HIGHLIGHTS

- Shipped and supported recognized titles including MultiVersus, Bake N' Switch, Monster of the Deep: Final Fantasy XV and Final Fantasy XV.
- Comfortable bridging gameplay, UI, online services, tools, technical art, design feedback and production constraints.
- Known for practical engineering judgment: building maintainable systems, reviewing code quality and helping teams move from prototype to playable product.

EDUCATION

Bachelor of Science: Game Technology, Limkokwing University, 2015