

Law Huey Juan

Unity Game
Developer (Mobile)

Law Huey Juan

Bangi, Selangor.

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[LinkedIn](#)

[Portfolio](#)

Years of Working Experience 6 Years

Skills

*Proficiency scale: **Advanced** – independent production-level experience; **Proficient** – implemented and maintained features; **Working Knowledge** – practical experience with limited scope or guidance.*

| Software / Programming Language | Proficiency |
|--------------------------------------|-------------------|
| Unity / C# | Advanced |
| Parse Server Cloud Code / Javascript | Proficient |
| NodeJS / Javascript | Working Knowledge |
| MongoDB | Working Knowledge |
| React / Javascript | Working Knowledge |
| CSS | Working Knowledge |

Familiar with Tool/Software:

1. Visual Studio Code
2. Sourcetree
3. Versions
4. Bitbucket
5. Git (Github)

Languages:

- English (Conversational)
- Chinese (Fluent)
- Malay (Proficient)

Experience

Appxplore / Game Programmer (Full-time)

SEP 2018 - MAR 2025 (6 Years)

KUALA LUMPUR, MALAYSIA

- **Masketeers: Idle has Fallen (Mobile)**



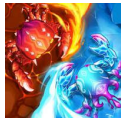
An idle RPG mobile game with 1M+ pre-registrations and downloads since launching in 2020.

Android: [Google Play](#)

iOS: App Store (offline due to studio closure)

- Implemented gameplay UI, integrated enemy VFX, and updated internal tools using Unity C# to support development workflows..
- Developed and maintained LiveOps features in Unity client and backend using Parse Server Cloud Code, following existing system designs.
- Managed Unity engine and plugin updates to ensure long-term project stability.

- **Crab War: Idle Swarm Evolution (Mobile)**



An idle clicker mobile game with 5M+ downloads since launching in 2016.

Android: [Google Play](#)

iOS: App Store (offline due to studio closure)

- Maintained and updated LiveOps features in Unity client to support ongoing content and events.
- Updated internal support tools in Unity to accommodate newly implemented LiveOps features.
- Performed Unity engine and plugin updates to maintain compatibility and performance.

- **CryptantCrab Prime (Web3)**



A GameFi PvP game and also one of the first blockchain-based games developed in Malaysia.

Website: <https://www.cryptantcrab.io/>

- Revamped and implemented UI for new gameplay-related features using React and CSS.
- Integrated front-end blockchain interactions in React using MetaMask and WalletConnect.

Spacepup Entertainment / Game Programmer (Internship)

MAY 2017 - AUG 2017 (3 months)

KUALA LUMPUR, MALAYSIA

- Worked on a 3D endless third person shooter PC game.
- Developed turret system for player and enemies.

Projects

Catch The Durian (Mobile) - Prototype



A casual mobile game developed in Unity with a Node.js and MongoDB backend.

Android: [Available on portfolio website](#)

Github: [Link](#)

- Developed player input and basket collection mechanics.
- Created scoring, progression, and feedback systems.
- Designed intuitive mobile-friendly UX and game loops.

Education

Universiti Tunku Abdul Rahman / Bachelor Degree

2014 - 2018, SELANGOR, MALAYSIA

- Awarded the degree of Bachelor of Science (Honours) Game Development with Merit.