

Ho Tsz Lok / Sam

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Profile

CityU Creative Media graduate and application developer with hands-on experience in software delivery, on-site installation, Windows setup and technical troubleshooting. Comfortable working with stakeholders under time pressure; communicates clearly in Cantonese and English (UK exchange).

Languages

Cantonese (native) | English (working proficiency; meetings, presentations and playtest feedback during UK exchange)

Working Experience

Unity Programmer May 2025 - Jun 2026

Air Concepts, Hong Kong

- Delivered interactive applications for Link REIT and Hong Kong Book Fair; supported on-site installation of PCs, cameras and sensors, and resolved issues with helpers and staff under time pressure.
- Configured Windows PCs for public exhibition use; handled client-facing recovery requests such as system reset and reprint of the last captured image.
- Built and supported frontend features for in-house apps (including AR education); diagnosed faults via reproduce steps, hardware checks and basic backend integration (JSON/HTTP) when needed.

Unity Programmer Sep 2024 - Apr 2025

Motive Force, Hong Kong

- Developed applications on proprietary hardware for elderly healthcare within a cross-functional team; met a 30+ FPS performance target and addressed stability issues.
- Built internal tools (including leaderboards) and worked with backend teams via company APIs to keep features working for end users and stakeholders.

Skills

- **Development:** C#, C++, Python, JavaScript, Unity, Git, JSON/HTTP APIs
- **Technical support:** On-site installation and troubleshooting; Windows setup for public displays; basic file sharing (SMB); fault isolation
- **Tools:** Windows, Git/GitHub, Blender (basic), Unreal Engine 5 Blueprints (familiar)
- **Professional:** Stakeholder communication, requirements gathering, ownership under deadlines

Selected Projects

Undaunted, City University of Hong Kong (Team of 3) May 2023 - Apr 2024

Lead Programmer

- Local multiplayer Unity project; set up the team's Git/GitHub workflow; presented at DELF 2024, SIG Playful Media 2024 and the SCM Annual Show.

Song Of Sugar, Abertay University, Scotland (Team of 6; UK and US members) Jan 2023 - May 2023

Lead Programmer

- Unity AR Android game during UK exchange; delivered pitches and playtests in English and gave feedback on peer demos (Abertay Professional Project Showcase 2023).

Global Game Jam (Bubble Love, 2025; Root Raider, 2023) 2023 / 2025

- Lead Programmer (2025) and UI Programmer (2023); shipped team projects under short deadlines.

Education

Creative Media (Bachelor of Science) 2020 - 2024

City University of Hong Kong, Hong Kong | GPA: 3.07

School of Design and Informatics Exchange Program 2023

Abertay University, Dundee, Scotland | Grade: A

Game and Animation 2018 - 2020

Institute of Vocational Education, Hong Kong | GPA: 3.01