

Shuken Mondin

Game Programmer

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SUMMARY

Game Programmer focused on gameplay systems, production tools, live-game support, prototypes, UI, backend-data workflows, documentation, and cross-discipline delivery.

Experienced across Unreal Engine, Unity, Godot, C++, C#, Blueprints, GAS, UMG, REST workflows, Android debugging, validation, and production troubleshooting.

CORE STRENGTHS

Gameplay Systems

C++/Blueprint feature delivery /
GAS combat support / Live RPG
systems /
Prototype-to-production handoff

Tools & Data

Editor and admin tooling /
REST/Postman workflows / Build
validation / Backend-data update
flows

Live Delivery

Android debugging / Release
troubleshooting / Cross-discipline
implementation / QA and test
support

Technical Leadership

Architecture notes / System
diagrams / Developer mentoring /
Recorded walkthroughs

EXPERIENCE

Senior Game Programmer - LiquidX Studio / Mon Co

Mar 2023 - Sep 2026 | Remote

Game Programmer - Mar 2023 | Mid-level Game Programmer - Apr 2024 | Senior Game Programmer - Aug 2025

- Delivered gameplay, UI, tools, backend-data workflows, live-product features, documentation, and release support across multiple project streams.
- Built C++ and Blueprint systems for gacha, hatch flow, pets, SocialHub, relics, equipment, capture/throwing, customization, FTUE, profile, settings, and reusable UMG surfaces.
- Supported GAS combat, quests, rewards, shop, mail, leaderboards, dialogue, movement, camera, world-map tools, Game Feature Plugins, Wwise, and visual systems.
- Created admin/backend tooling, validation flows, build checks, Android debugging paths, Postman/REST workflows, and production troubleshooting support.
- Prototyped tower defense, autobattler, open-world, musou-style, Godot, and AI-assisted R&D concepts while keeping confidential work high-level.
- Produced diagrams, walkthroughs, architecture notes, design notes, and system talks that made cross-discipline review easier.
- Mentored junior developers through implementation guidance, code-quality expectations, technical feedback, and delivery support.

Programmer - Iuvenis Studios

Aug 2016 - Mar 2023 | Remote

Broad production programming role spanning games, web, servers, automation, QA, media, and release support.

- Built Unreal gameplay, frameworks, UX/UI, AI, optimization, mobile features, websites, server support, Git server management, documentation, automation, QA, media, and release communication.
- Programmed POLE from inception through Steam release, including gameplay systems, release setup, post-release support, and public-facing production materials.

PRODUCTION SCOPE

Player-facing systems

gacha / pets / equipment / relics /
capture/throwing / customization /
tutorial/FTUE / profile/settings

Shared implementation

reusable UMG units / item cards /
entity screens / equipment
surfaces / input / camera /
movement / Game Feature
integration

Support & validation

tests / build checks / Android
debugging / audio tooling /
release support / source control
workflows / production
troubleshooting

R&D range

tower defense / autobattler /
open-world exploration /
musou-style combat / Godot
prototypes / AI-assisted
workflows

SELECTED WORK

Warden's Ascent
Live multiplayer/social mobile RPG - Unreal Engine

Archived Play Store

- Shipped and supported gameplay systems, social features, UI, tools, backend-data workflows, validation, documentation, and cross-discipline feature delivery.
- Owned gacha, FTUE, equipment, capture/throwing, customization, profile/settings, pet/SocialHub work, and reusable UMG units.
- Contributed to GAS combat, quests, rewards, shop, mail, leaderboard, dialogue, world-map tools, Game Feature Plugins, Wwise, and Android support.

Warriors of Nova Thera
Unity / Steam demo support

Steam

- Supported the Unity Steam build toward demo readiness with C# gameplay, combat effects, musou-style mechanics, UI polish, and combat readability.
- Improved action readability and game feel while helping stabilize the demo presentation for public store visibility.

Techno Nerd
YouTube education channel

YouTube

- Created Unreal and Unity tutorials, including recording, editing, publishing, and audience-facing technical explanation.
- Translated engine workflows into clear learning material using OBS, Audacity, and video post-production tooling.

Confidential R&D Prototypes
AI agentic workflows - Godot prototypes

Mon Co

- Created guarded high-level prototypes using Godot, AI-assisted development workflows, automation loops, and generated HTML UI concepts feeding game-engine implementation.
- Explored rapid iteration pipelines that connected design ideation, UI mockups, implementation tasks, and engine-side validation.

POLE
Unreal Engine / Steam release

Steam

- Programmed gameplay, framework work, UX/UI, audio support, release setup, and post-release PR from inception through launch.
- Supported Steam release materials, trailers/gameplay capture, store readiness, and post-release communication.

BetterJoy
Open-source contributor

GitHub

- Fixed issues and added features for the open-source BetterJoy project.
- Contributed to a public C#/Visual Studio codebase used by players and developers working with Nintendo controller support.

TECHNICAL HIGHLIGHTS

- Built and maintained live mobile RPG systems across C++, Blueprint, UMG, GAS-adjacent combat work, Wwise, REST data, Android debugging, and production validation.
- Moved quickly across engines and genres, including Unreal live RPG work, Unity Steam demo support, Godot R&D prototypes, musou-style combat, tower defense, autobattler, and open-world concepts.
- Connected player-facing implementation with production tooling: admin/backend updaters, editor workflows, build checks, tests, source-control discipline, and release troubleshooting.
- Documented systems with diagrams, architecture notes, walkthroughs, design notes, and recorded explanations to keep cross-discipline review and maintenance practical.

SKILLS

Languages
C++, C#, Blueprints, Python, HTML, CSS, JavaScript, HLSL

Tools & Workflows
Perforce, Git, Source Control, Postman, REST APIs, AWS, Editor Tools, Build Validation

Media
Final Cut Pro X, Adobe Premiere Pro, OBS, Audacity, Camera Operation, Data Management

Game Development
Unreal Engine, Unity, Godot, GAS, Unreal Mass AI, UX/UI, UMG, Android Debugging, QA, Unit Tests

Technical Communication
Documentation, System Diagrams, Architecture Notes, Recorded Walkthroughs, System Talks, Cross-discipline Explanation

Languages
Native English Proficiency, Fluent Chinese Proficiency

REFERENCES

Sean-Li Murmann Director of Game Technology, MON Co. | Manager / Team Lead
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