
PROFESSIONAL SUMMARY & SKILLS

Dynamic software engineer and game development professional with experience in cross-functional collaboration, participating in complex SDLC processes, and utilizing object-oriented programming to design effective software solutions. Continually exceeds expectations through an impressive work ethic and works well with people at all levels of the organization.

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- Player Analysis & Overcoming High-Value Obstacles
 - Unit Testing, Functional Testing & Integration Testing
 - Quality Assurance & Data Management
 - Process Improvements & Creative Problem Solving
 - Fluent in English & Mandarin
 - C++ , C# , C, & AS3 Programming Languages
 - Unreal & Unity Expertise
 - Git, Perforce, PureMVC, Jira & Miro
 - Technical Project Management
 - Adaptable, Team Oriented & Self-Motivated

WORK HISTORY

Game Software Engineer

The GApp Lab -- University of Utah

01.2022 - Present

- Collaborating with a cross-functional team of designers, producers, and engineers to develop HRSA - a Virtual Reality based on the Unity designed to help medical students improve their performance during required motivational interviews.
- Proactively mastering the Ink plug-in to develop a cogent, intuitive game dialogue system that engages users.
- Performing secondary processing on the text content parsed by the Ink plug-in, designing the configuration's format and data structure, and providing data to the animation system and audio system to ensure all processes are complete.
- Successfully writing UI-related code according to design requirements, leveraging Oculus PC SDK to create an interactive UI in the VR environment with the use of an independently designed gesture recognition system.

Game Client Engineer

Shenzhen Guangchen Interactive Technology Co., Ltd.

08.2020 - 08.2021

Baby Arena - Web game based on Adobe Flash.

Magic Garden - Web game based on Adobe Flash.

- Expertly communicated and synchronized daily work with Tencent partners and developed game projects.
- Leveraged the PureMVC Client framework to build innovative solutions after identifying high-value obstacles.
- Maintained and designed game communication protocol to process real-time data.
- Collaborated in the development, joint debugging, testing, and workflow release (SDLC) throughout all projects.
- Successfully maintained game activity operations and communicated with the Server to develop player-facing features.

PROJECTS

Combo Bombo

09.2022 - Present

A party game where you can combine different weapons to form new weapons, making with UE5. Using C++ to create the gameplay logic; Collaborating closely with other programmers to build the network architecture of the game; Communicating and cooperating with designers to discuss all directions of game design; Connecting with the art team to control game development progress.

GameEngine3D

09.2022 - Present

Optimizing the engine file based on the template for platform-independent; Providing an intuitive interface for users; Considering the compatibility of OpenGL and D3D graphics libraries and X86 and X64 platforms; Creating multiple interfaces to support the function of the engine.

Clockwork Spy

02.2022 - 05.2022

A puzzle game played using a clock (game controller). Mastered the UE4 animation state machine to make the animation system; Utilized the Blackboard system to make the game's AI; Designed the game interaction logic; Leveraged the UE4 sequencer system to create all the level sequencers of the game; Spearheaded core gameplay design and Project management: the organization and communication of the art, program, and design teams.

Dyslexia

10.2021 - 11.2021

A mobile serious game that simulates the life of a child with dyslexia. Made with Unity(C#). Used NavMesh2D pathfinding tool to build character movement function. Designed the logic to create the "dyslexia" effect (a random text replacement effect) and also designed all scene item interaction logic.

EDUCATION

Master of Entertainment Arts & Engineering
University of Utah

09.2021 - Present

Bachelor of Computer Science and Technology
Chongqing University of Posts and Telecommunications

09.2016 - 06.2020

HOBBIES & INTERESTS

- E-Sports & Competitive
- Various types of games & movies
- Acoustic Guitar
- Basketball & Badminton & Tennis