

# ANSON FENG

## GAME ENGINEER

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### WORK EXPERIENCE

#### Test Automation Co-op | Micro Focus UFT, VBScript

Jan, 2021 – Jan, 2022

Test Engineer | Ontario Public Services (OPS) CYIS Branch

Toronto, ON

- Designed 3 new test suites for new features (e.g. searching entries by tags), expanding the coverage of the test suite by 5% - 8%.
- Optimized 9 tests by reorganizing testing order, changing testing logic, or etc, resulting in 20% performance improvement.
- Updated 8 legacy flows of tests to maintain accurate testing in response to website changes.

### PROJECTS

#### “Chainmail” - Game Project | Unity3D, C#, git

Aug, 2024

Engineer | Project Link: [Demo](#) | Source Code: [Source Code](#)

Salt Lake City, UT

- Developed enemy movement system which randomly tracking one part of the player as the target.
- Implemented enemy attacking logic with options to change rate of fire and bullet speed.
- Designed and created level and difficulty progression system by utilizing player score system, enemy movement system, and enemy attacking logic, providing engaging gameplay experience.

#### 3D Rasterizer | C++, 3D Math, Visual Studio

Jan, 2024

Engineer | Demo Link & Source Code: [Source Code](#)

Toronto, ON

- Constructed basic 3D math class such as vector and matrix; implemented corresponding math operation such as dot product, cross product and matrix-vector product using C++.
- Implemented object projection to the view port, lighting based on light source and surface normal, culling using painter's algorithm, and loading object mesh files.
- Implemented moving camera and mesh clipping, providing real-time updates to the user.

#### “Iron Jungle” – Game Project | Unity3D, C#, Unity Physics Component

Jul, 2023

Engineer | My First Game Jam: Summer 2023 | Project Link: [Demo](#) | Source Code: [Source Code](#)

Online

- Implemented foundational movement system and the core grappling mechanics which allow the player to go “up”.
- Implemented multiple platform behaviors using C# scripts, such as Horizontal/Vertical movement, Rotation, and Break in X seconds, enabling creation of multiple platform variations by composing these behaviors.
- Achieved 300+ downloads and views, and gained positive feedbacks from players.

#### “Shifting Dimension” - Game Project | Unity3D, C#, Unity Animator

May, 2023

Engineer | The GameDev.tv Jam 2023 | Project Link: [Demo](#) | Source Code: [Source Code](#)

Online

- Developed the “Shifting Dimensions” feature and a corresponding movement system using C# and Unity object layer system.
- Synchronized the character's animation with its movement using Unity Animator.
- Applied particle and sound effects in the game for immersive experience.
- Successfully achieved #15 rank in story and #80 rank in theme out of 1,000 submissions, attaining 500+ overall views.

### TECHNICAL SKILLS

**Programming Languages:** C/C++(2,000+ lines), C#, Python, Java, HTML/CSS, JavaScript

**Game Engine:** Unity3D, Unreal Engine 5(C++ & Blueprint), Godot

**Development Tools:** Visual Studio Code (VSC), Visual Studio (VS), Git, Perforce (Version Control)

**Other Tools:** PixiJS, Node.js, Flask, Trello, Jira, Vite, Docker

### EDUCATION

#### University of Utah

Aug, 2024 – May, 2026

Master of Entertainment Art & Engineering (Game Engineering Track)

Salt Lake City, UT

- **Relevant Coursework:** C++ Game Programming, Rapid Prototyping, Game Design

#### University of Toronto

Sep, 2018 – Jun, 2023

Bachelor of Science in Computer Science

Toronto, ON

- **Relevant Coursework:** Engineering Large Software Systems (A+), Operating Systems (A-), Computer Organization (A+), Computer Networks (A), Computer Graphics, Data Structures, Algorithm Design & Analysis