


Shaofan WeiGame Developer

Resume | Projects



你好Hello

A Bit About Me

I'm a Game Developer with a strong passion for crafting immersive, interactive worlds using Unity. With a focus on gameplay programming, level design, and visual effects, I aim to create meaningful and engaging player experiences. I enjoy collaborating with designers and artists to bring ideas to life through code, and I'm always eager to learn new tools and technologies in the game development space.

Resume

Projects

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Work Experience

2022 - 2023

Intern, Data Analysis Assistant

Worked as a Data Analysis Assistant at Nufei Intelligent Technology, improving outbound call efficiency and conversion rates through Python, SQL, and data-driven strategies.

Education

2023 - 2025

Northeastern University | Master's Degree

Pursuing a Master of Science in Software Engineering Systems at Northeastern University, Boston (Expected May 2025), with a GPA of 3.75. Coursework includes algorithms, object-oriented design, web development, operating systems, and machine learning.

2019 - 2023

X'ian Jiaotong-Liverpool University | Bachelor's Degree

Earned a B.Sc. in Information and Computing Science in June 2023. Studied core topics including Java programming, data structures, databases, and computer networking.

Skills & Expertise

- Proficient in Unity for 2D/3D game development.
- Strong C# programming skills.
- Experienced in gameplay mechanics and level design.
- Familiar with version control (Git, GitHub).
- Basic knowledge of shader scripting and VFX integration.

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Rougelike 2D Action Game

Designed and developed a 2D side-scrolling Rougelike game using Unity. The game follows Arthur, a gambler exploring an undead-filled tomb in search of treasure. It features procedurally generated levels, strategic passive skills based on a 20-sided die and the Eight Trigrams, and an upgrade system based on material collection. Core mechanics include fast-paced combat, trap, and hidden rooms, creating a challenging and replayable experience.

"Collaborating with Shaofan on our game development project was an inspiring experience. He showed outstanding skills in Unity, clear design thinking, and an impressive ability to turn creative ideas into playable features. His attention to detail and consistency made a huge difference to our final product."
— Renshou Yuan, Teammate, Northeastern University



Blockchain-based IoT Data Trading

Developed a secure peer-to-peer data exchange platform for IoT devices using blockchain and smart contracts. Proposed improvements to Proof-of-Stake consensus to address risk-free voting issues, and designed a token-based system to enable decentralized trading without third-party involvement.

"I had the pleasure of supervising Shaofan Wei on his blockchain-based IoT data trading project. He demonstrated strong technical proficiency in smart contracts and consensus mechanisms, as well as a keen ability to think critically about real-world applications. His work was both innovative and well-executed."
— Professor Jie Zhang, X'ian Jiaotong-Liverpool University

