**Baiyang Chen**

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**Education**

* College Maisonneuve 2023 - 2024

Attestation d'études collégiales in Software Development

* College Lasalle 2017 – 2020

Diplôme d’études collégiales in Video game programming

**Experience**

**Programming tutor** 2018-2019

College Lasalle

* Provided one-on-one and group tutoring sessions for students learning programming languages, including Java, Python, and C#.
* Utilized diagnostic skills to identify students' learning challenges and barriers in C# Unity, analogous to troubleshooting technical incidents, ensuring personalized and effective resolution strategies.
* Managed and escalated academic issues, drawing parallels to IT support structures, to ensure the provision of timely and appropriate educational resources.

**Coding Intern** 2020-2021

Affaires Média Inc.,

* Engaged in application planning meetings with senior staff, contributing to both front-end aesthetics and back-end functionality to ensure cohesive product development by using HTML, TypeScript, CSS, and node.js
* Developed and integrated Java applets into various projects, enhancing user interface interactivity and improving back-end processes
* Spearheaded the debugging process, employing systematic approaches to isolate and resolve defects, thereby ensuring code reliability and performance.

**Operation Agent** 2021-2022

Traffic Tech Inc,.

* Stablished and strengthened client rapport, ensuring continued engagement and satisfaction through excellent service and consistent follow-up
* Effective and professional communication with clients and carriers.
* Resolved complex issues for clients and carriers during import-export transactions, ensuring seamless and efficient trade operations.

**Rewards**

Top 1 in graduation project competition in Java Nov 2019

* Led a team to develop and deliver and outstanding graduation project by earning the top position among peers.

Top 5 in Coding Competition in C++ Oct 2018

* Demonstrated exceptional coding skill and problem-solving ability by securing a top 5 position in a prestigious algorithm competition.

**Skills**

* Operating System: Proficient in Android, Mac OS, Windows, Linux and PowerShell
* Programming language: Advanced in Java, Python, C#, C++
* Web Development: Skilled in HTML&CSS, JavaScript, typescript with more than 5 projects.
* Game Development: Participated in the creation of various types of games using Unity and Unreal engines

**Projects**:

Open world role playing game

Montreal, Canada

* Guided the RPG game's end-to-end development as a team leader, balancing both front-end and back-end programming requirements
* Innovated and programmed in character design and action development including walking, jumping, fighting, flying, defending, and skill using, ensuring characters' movements and interactions were engaging and responsive in the game's front-end.
* Designed and programmed characters’ skills, creating unique and interactive abilities that significantly enhanced player engagement and gameplay experience.
* Cultivated a harmonious work environment, mediating relationships among team members to enhance collaboration and productivity.
* Ensured timely project delivery while upholding high standards of quality, culminating in an RPG game renowned for its compelling character skill set and immersive gameplay.

3D endless runner game

Montreal, Canada

* Independently developed a 3D endless running game, handling both front-end and back-end aspects, from conceptualization to execution.
* Managed both front-end visuals and back-end mechanics, with a hands-on approach in character, action, skill, environment, and reward system design and programming.
* Crafted a compelling game environment and an innovative reward system, integrating these elements with back-end logic for cohesive gameplay mechanics.
* Programmed and implemented sophisticated scoring and ranking systems, seamlessly integrated these features into the game's back-end structure.

Space-themed first-person shooting puzzle game

Montreal, Canada

* Crafted engaging characters, actions, and skill sets, utilizing C# for intricate programming, to enrich the interactive front-end player experience.
* Developed a comprehensive weapon and hint system, enhancing the puzzle-solving elements and shooting mechanics in a cohesive Unity environment.
* Designed an immersive game world and a rewarding system, effectively integrating these components with the Unity engine to maintain gameplay fluidity and consistency.

Interests

Pet owner of one dog and two cats, enjoying animal care and companionship.