Bohan Cheng
Portfolio: https://bohan-cheng.github.io
GitHub: https://github.com/Bohan-Cheng
LinkedIn: https://www.linkedin.com/in/bohan-cheng-025334149

Professional Summary

Game developer with over 9 years of experience in Unity and a strong background in Unreal Engine. Contributed to multiple shipped titles, including indie and team-based projects. Comfortable working across gameplay systems, AI, multiplayer networking, and scalable architecture. Enjoy building meaningful player experiences and practical tools, with a focus on collaboration, learning, and technical quality.

Technical Skills

Game Engines:
Unity (9 years: 4 professional, 5 indie)
Unreal Engine 5 (5 years indie)
Godot (2 years prototyping)

Programming:
C#, C++, Python, JavaScript

AI/ML:
OpenAI APIs, LLM fine-tuning, Vector Databases (AI models/Retrieving)
TTS/STT, Stable Diffusion, Trellis, Mixamo (AI asset pipelines)

Multiplayer & Networking:
Unity 6 Netcode, Photon, AWS Dedicated Servers (Networking and back-end development)

Tools & Pipelines:
Blender, Perforce, GitHub, Streamlit (Project management/Asset creation/Tool development)

Specializations:
Gameplay Design, Multiplayer Networking, Optimization, Game Feel Design

Professional Experience

Full-Stack & Gameplay Programmer | Limtoo Tech Ltd. (Personal Startup)
Mar 2024 – Present

- Created AI-powered SaaS tools using OpenAI APIs, achieving high accuracy in university program advising (Python, LLMs, vector DBs), AI learning APP, AI content generation app, AI personal planning APP, etc.

- Built 2D Multiplayer Shooter (Unity):
  Built team deathmatch with 4 weapon types, 3 character classes, and low-latency internet sync for up to 12 players.

- Built Dungeon RPG, currently in development (Unity):
  A dungeon-crawling RPG focused on exploration and steady progression. Created room generation algorithms and cross-platform save systems; integrated AI-generated 3D assets.

- Delivered freelance Front-Desk Billing Tool (Python/Streamlit), reducing client errors by 90% via Google Sheets for data storage for a costless operation and maintenance.

Game Developer & UX Engineer | LuvBug Learning (BigFatBrainStorm Group)
Aug 2021 – Feb 2024

- Shipped educational game with custom checkpoint system (Unity), enabling mini-games during core gameplay.

- Implemented AWS-backed networking for account/data sync; built AI behaviours for 3 villages and 4 mini-games.

- Developed Unity Editor tools: UI particle systems, sprite animators, and checkpoint systems.

Developer & Designer | ManyFrog Studio (Small Indie Team)
July 2020 – Feb 2023

- Solo shipped a 2D survivors-like & roguelike game on iOS & Android stores.

- Created over 8 different types of enemies and 3 boss fights, over 5 player characters and over 30 unique power-ups.

- Optimized performance for low-end devices.

Shipped Titles & Projects

LuvBug Learning (Unity | Team Project)
Award-Winning Emotional Health App for Kids (4–10 yrs) | Shipped 2023

- Built a “game-in-game” checkpoint system focused on empathy, curiosity, and problem-solving.
- Designed AI-driven NPC interactions for 3 aspirational worlds, using Behaviour Trees to model age-appropriate emotional responses.
- Integrated AWS Lambda for secure parent-child account syncing and progress tracking.
- Created custom Unity tools: dynamic UI adapters (for multilingual support) and particle systems to enhance engagement.
- Impact: Aligned with learning scientists to build core emotional-regulation mechanics, fostering resilience and academic success.

Cosmic Survival (Unity | Solo Dev)
2D Roguelike | Shipped 2023

- Developed start-to-finish in 2 months; features endless enemy waves, stackable and unique power-ups, and adaptive boss fights with epic music and effects.
- Designed more than 5 unique player characters and over 30 stackable power-ups.
- Optimized performance for low-end devices (stable 60 FPS on Android/iOS).

Education

Game Programming Advanced Diploma (Dean’s List)
George Brown College | Apr 2021

Built a custom C++ physics engine (collision detection, rigid body dynamics) and game engine (ECS architecture, DirectX 12/OpenGL renderer).

Focus:
- Networked Games (AWS multiplayer server implementation)
- DirectX 12 & OpenGL Graphics (low-level rendering pipelines)
- AI Algorithms (AI pathfinding, behaviour trees and more)
- Gameplay programming (Unity with C#, Unreal Engine with C++ & Blueprint)