Bryan Tai

Portfolio: www.thatguybryantai.com
Github: https://github.com/BryanTai

Vancouver, BC, Canada
Phone: 604-828-3737
Email: bryan.tai@alumni.ubc.ca

Personal Projects

"Food Factory" Augmented Reality Unity Video Game   May 2018
- Designed gameplay mechanics and developed backend C# scripts
- Integrated Vuforia Libraries to detect target images and make cannon follow the player's mobile device in real space
- Created gameplay state machine with Unity's Animation Controller

"Smooth Operator" Unity Video Game   Jan 2018
- Audio-based puzzle game with a team of 7 for Global Game Jam 2018
- Designed and implemented gameplay controls, mixed dialogue and audio

"Make it Rain" Unity Video Game   Jan 2016
- 2D Video Game created in Unity C# for 48-hour Global Game Jam 2016
- Designed core gameplay mechanics and managed tasks as Project Lead for team of 7.
- Modelled collisions, integrated functionality, lead testing and QA.

Work Experience

*Mobile Game Developer, **Nexus Media Ltd**.*   Sept 2018 - Present
- Created user interface, animations, menus, and HUDs for various mobile aspect ratios with the Unity Canvas system and C# scripting in Visual Studio
- Coded and tested client support for store, mail, leaderboards, and reward systems
- Worked closely with artists and developers using SourceTree and Azure DevOps

*Software Developer Co-op, Gameplay Services, **Electronic Arts Inc**.*   May-Dec 2016
- Containerized internal tools using Docker for Ubuntu and CentOS environments.
- Prototyped a config synchronization system with Bash script, Zookeeper and etcd.
- Repaired bugs on internal web tools with Java, JSP, HTML, and CSS.
- Collaborated with other teams using Git and Perforce. Tracked work with Hansoft.

*Software Developer Co-op, Architecture Team, **INGrooves Music Group***   May-Sept 2015
- Designed and debugged the company architecture and integration tester code.
- Collaborated with Git, Gerrit, and SVN. Tracked sprints with JIRA and Confluence.
- Created Web App Views and Controllers using TypeScript, jQuery, AngularJS
- Implemented and integrated RESTful APIs in .NET Frameworks.
- Integrated SQL Server and MongoDB databases for internal .NET Web App tools.
- Designed C# performance tests for MongoDB Tree implementations.

*Undergrad Teaching Assistant, **University of British Columbia***   6 terms, 2013-2017
- CPSC 210 Software Construction and CPSC 221 Basic Algorithms and Data Structures
- Educated students about Object-Oriented Programming, Data Structures, and Algorithms through Java, C++, JUnit, XML, Eclipse, IntelliJ, and the Android SDK.
- Supplement student learning through group laboratory sessions and personal office hours, both held on biweekly basis.

Education

Bachelor of Science, Major in Computer Science   Graduated May 2017
University of British Columbia

Technical Skills

Proficient in C#, Unity, Java, Git, Visual Studio, Android Development, IntelliJ, Eclipse
Familiar with C++, JavaScript, Python, Bash, HTML, CSS, Erlang, Golang, Haskell, SQLServer
Operating Systems: Windows, Linux, Unix, Ubuntu, CentOS