Bryan Tai

Portfolio: www.thatguybryantai.com

GitHub: https://github.com/BryanTai

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Work Experience

Kabam, *UI & Gameplay Software Engineer*   **Aug 2019 - Oct 2024**
- Created new gameplay features with Unity 2023 for 3D fighting game (MCOC)
- Developed new UI menus for mobile screens using Unity NGUI system
- Created JIRA tasks and bugs for new features
- Collaborated new feature work with UI designers, system designers, producers, animators, and other engineers
- Organized RPG data with Google Sheets / Excel
- Communicated with game community and playtesters in-person and through Discord
- Interviewed and on-boarded new engineers to both FrontEnd and Gameplay teams
- Acting manager to several co-op students

Nexus Media Ltd., *Mobile Game Developer*   **Sept 2018 - July 2019**
- Created user interface, animations, menus, and HUDs for various mobile aspect ratios with the Unity Canvas system and C# scripting in Visual Studio
- Scripted Tutorial scenarios with Unity Animator Controller state machine
- Coded and tested client support for store, mail, leaderboards, and reward systems
- Worked closely with artists and developers using SourceTree and Azure DevOps

Projects https://itch.io/c/1784715/my-gamejam-projects

"BUNT"   **Jan 2024**
- 2D Platformer game created with Unity 2022 and C# for Global Game Jam 2024
- Created with a team of 3 in just 12 hours
- Programmed rocket jumping physics

"DREAD FRAME"   **Oct 2023**
- Desktop puzzle stealth game made with Godot engine in 2 days for Ludum Dare 54
- Programmed puzzles with GDScript with an online team of 3

"Anywhere But Here"   **Aug 2021**
- 3D Bullet Hell created with Unity and C# for 1 week Brackeys Game Jam 2021.2
- Created multi-stage Boss enemy, designed enemy AI, implemented UI
- Worked with an online team of 4 through Discord and GitHub

Education

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

Technical Skills

Proficient in C#, Unity, Java, Git, Visual Studio, Android Dev, GIMP, IntelliJ, Eclipse
Familiar with C++, JavaScript, Python, Bash, HTML, CSS, Golang, Haskell, SQLServer
Exposed to MongoDB, TypeScript, Hansoft, Prolog, Erlang
Operating Systems: Windows, MacOS, Android, iOS, Linux, Unix, Ubuntu, CentOS