

MENGSHUO CHEN

Software Developer & Game Programmer

PORTFOLIO

cmengshuo.github.io

EMAIL

mengshuoishere@gmail.com

CODING

C++
Python
C#
JavaScript
HTML
CSS

ENGINES AND LIBRARIES

Unity
Ogre3d
OpenGL
OpenCV

IDE & TOOLS

Microsoft Visual Studio
Eclipse
MonoDevelop
Atom
Xcode
AndroidStudio
Git
SourceTree

SKILLS

Problem Solving
Object Oriented Design
Brainstorming
Critical Thinking
Communication

LANGUAGES

English
Chinese

EXPERIENCES

- Sep, 2018
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Present
- **C++ Software Developer**
(Contract) Youi.TV / TalentLab 📍 Ottawa, Ontario
- Collaborated with team to provide solution to AT&T and Fox in the project of FOX, delivering cross-platform video application on iOS / Android / AppleTV / AndroidTV
 - Worked with team and delivered milestone feature VINA, targeting South America market. FOX was deemed "App of the Day" on the Apple Store, with ratings of 4.6
 - Worked independently on stories and integrated new features into FOX (UpNext, Persistent Store, Competition Logo, Analytics and more)
 - Maintained and improved existing features of FOX (Entitlement, Player, Chromecast, UX improvement, Data parsing and populating)
- 2016
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Present
- **Game Developer**
Independent 📍 Toronto, Ontario
- Developing a third-person ARPG (Project progress and demo available on my personal website)
 - Webcam for character control with real time machine learning (C++, Ogre3d, OpenCV)
- 2013
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2015
- **Co-founder and Sole Programmer**
LiquidGames Studio 📍 London, Ontario
- NanoShock - Germ Warfare, published in Google Play (Unity, C#)
 - InkMan, published in Google Play (Unity, C#)
- 2012
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2013
- **Graduate Teaching Assistant**
Western University 📍 London, Ontario
- Helped undergraduates solve technical problems with their assignments and projects
- 2012
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2013
- **Graduate Research Assistant**
Western University 📍 London, Ontario
- Worked on implementation of web-based application to utilize data visualization to analyze the rationale of group decision making
- 2011
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2012
- **Game Programmer**
XnetSoft Inc 📍 Beijing, China
- 3D objects collision detection and simulation on top of rendering engine (C++, Ogre3d)
 - Worked with team to implement gameplay logic, AI, multiplayer networking, and UI features (C++)
 - Created tools to manage files in SVN repository for the whole project (Python, C++, TortoiseSVN)

EDUCATION

- 2016
- **M.Sc. in Computer Science**
Western University 📍 London, Ontario
- 2011
- **B.Sc. in Computer Science**
Communication University of China 📍 Beijing, China