

# 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