Mengshuo Chen

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Summary

Passionate game programmer and dedicated team player who is eager to learn new techniques

Education

Western University, London, ON – M.Sc. in Computer Science, 2016

Communication University of China, Beijing, China – B.Sc. in Computer Science, 2011

Work

Independent Game Developer – 2016 - present

- 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)

Co-founder and Sole Programmer of LiquidGames Studio – 2013 - 2015

- NanoShock - Germ Warfare, published in Google Play (Unity, C#)
- InkMan, published in Google Play (Unity, C#)
- Melty Ice, published in Google Play (Unity, C#)

Graduate Teaching Assistant, Western University – 2012 - 2013

- Helped undergraduates solve technical problems with their assignments and projects

Graduate Research Assistant, Western University – 2012 - 2013

- Worked on implementation of web-based application to utilize data visualization to analyze the rationale of group decision making

Game Programmer, XnetSoft Inc, Beijing, China – 2011 - 2012

- 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)

Skills

Languages: C++, Python, C#, Javascript, HTML, CSS

Engines and Libraries: Unity, Ogre3d, OpenGL, OpenCV

IDE: Microsoft Visual Studio, Eclipse, MonoDevelop, Atom