Edwin Chen

Game Programmer

edwin14chen@gmail.com | linkedln.com/edwinchen14 | (416) 500 - 1838 | Toronto, ON

HIGHLIGHTS

- **Advanced Diploma, Game Programming, Humber College, 2017**
- **Foundational courses in university level mathematics**
- **3+ years of programming experience**
- **Fluent in C++ and C# programming languages**
- **Developed several custom games in Unity**

TECHNICAL SKILLS

Languages: C++, C#, HTML, CSS, JavaScript, SQL
Software: Visual Studio, Unity 5, Unreal Engine 4, GitHub
Tools & SDK: DirectX 11, OpenGL, SDL, STL

EDUCATION

Advanced Diploma, Game Programming   **2014 - 2017**
Humber College | Toronto, ON

BSc Honours Mathematics [Candidate]   **2011 - 2013**
Wilfrid Laurier University | Waterloo, ON

NOTABLE PROJECTS

Hurricane X   **2017 - PRESENT**
Humber College | Personal Project
Open-source custom 3D C++ game engine using DirectX 11 API

Hackey VR   **2017**
Humber College | Capstone
Unity VR hockey simulator using SteamVR for HTC Vive

Deflector   **2015**
Throwback Entertainment Inc | Internship Project
Unity 2D space-themed tower defense Windows Phone game

WORK EXPERIENCE

Junior Full Stack Developer   **2016**
Fresco Industries | Toronto, ON

Developed web applications for St Regis Crystal affiliated companies

Game Programmer Intern   **2015**
Throwback Entertainment Inc | Milton, ON

Programmed core gameplay mechanics in Unity and DirectX platforms

Kitchen Supervisor   **2006 - 2014**
Atlantic Restaurant | Port Elgin, ON