

Kevin Bai

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[LinkedIn](#) | [GitHub](#) | [Portfolio](#) | [Itch.io](#)

Education

Bachelor of Engineering: Software Engineering Co-Op

2023 - Present

McGill University, Montreal, QC (CGPA: 3.76/4.00)

Relevant Courses: *Algorithms and Data Structures, Intro to C++, Discrete Structures, Linear Algebra*

Skills

Languages/Tools: C#, Java, C++, Lua, Python, C, HTML/CSS, JavaScript, Git

Game Engines: Unity, Unreal Engine, Roblox Studio, Godot

Spoken Languages: English, French, Mandarin

Work Experience

Software Engineer Intern

May 2025 - Aug 2025

Voldex - Montreal, QC

- Developed clean, scalable gameplay features in a multidisciplinary team for one of the largest games on the Roblox platform, serving over **2 million daily players, across live game updates**.
- Designed and engineered a new scalable shop system, prioritizing **across live game updates**, and **network security** of user transactions on limited items.

Software Developer Intern

May 2024 - Dec 2024

Canada Revenue Agency - Ottawa, ON

- Engineered robust scalable financial applications in full-stack using **SpringBoot and PostgreSQL**, **boosting application performance by over 50%**.
- Collaborated in teams using **Git and agile project management with Jira**, designing software for custom financial services and responding to **client feedback** on complex admin systems

Projects

Pas de Deux: The Chaos Ballet - Ubisoft Game Lab 2025 | Unity, C# - [Itch.io](#)

- Developed a **2-player co-op game** using Unity for the 2025 Ubisoft Game Lab Competition with a multidisciplinary team of 8 across a sprint of four months. **Winner of the Jury's Award**.
- Led **UI/UX development and design**, building all menus, HUD, and feedback systems using Unity's UI Framework, as well as miscellaneous **camera control and object systems**.

PokéShin | Unity, C# - [Itch.io](#)

- Developed a visual novel puzzle game, creating all systems from scratch using an MVVM-powered UI Backend system to create scalable and reusable dialogue, and journal/inventory systems.

Underfished | Unity, C# - [Itch.io](#)

- Developed a horror survival fishing game with a team of four for McGill CodeJam 15 Hackathon, winning the Best Game Prize. Led programming, creating core gameplay loop systems and all UI.

Extracurriculars

VP McGameJam

Nov 2023 - Present

Game Development Student Society of McGill, Montreal, QC

- Head Organizer of McGameJam, Quebec's largest game jam with 400 participants, 50+ volunteers.
- Fostered connections with industry representatives and establish sponsorship deals resulting in a **boost to the club budget by 80% (10k)** for annual McGameJam and other club events

Board Member

Oct 2025 - Present

Engineering Undergraduate Society of McGill, Montreal, QC

- Member of McGill's Engineering Undergraduate governing board, advocating for and maintaining accountability in a student society of over 3000 students.