

# Kevin Bai

[kevinycbai@gmail.com](mailto:kevinycbai@gmail.com) | 613-265-1862  
[LinkedIn](#) | [GitHub](#) | [Portfolio](#) | [Itch.io](#)

## Education

### Bachelor of Engineering: Software Engineering Co-Op

Sep 2023 - Apr 2028

McGill University, Montreal, QC (CGPA: 3.89/4.00)

Relevant Courses: *Introduction to C++, Algorithms and Data*

*Structures, Discrete Structures Linear Algebra, Intermediate Calculus*

## Skills

**Languages:** C#, Java, C++, Python, C, HTML/CSS, JavaScript

**Game Engines:** Proficient: Unity Intermediate: Godot, Unreal Engine

**Frameworks/Software:** SpringBoot, React, Jira, IceScrum, Git, Visual Studio, Eclipse, JetBrains

**Spoken Languages:** English, French, Mandarin

## Work Experience

### Gameplay Programmer

Jan 2025 - Present

Ubisoft Game Lab - McGill Team, Montreal, QC

- Programming using **C# and Unity** in creation of a full game prototype across ten weeks for Ubisoft's annual university level game development challenge
- Designed and implemented **CCC-mechanics, immersive camera and UI effects in Unity**, enhancing player experience using Unity's Cinemachine and UI Framework

### 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

### VP External

Nov 2023 - Present

GameDev McGill, Montreal, QC

- Foster connections with industry representatives and establish sponsorship deals resulting in a **boost to the club budget by 80%** for annual McGameJam and other club events
- Act as the primary liaison with industry representatives, enhancing community and industry engagement and creating networking opportunities for **club of over 250+ members**

## Projects

### Shelly's Snack Search | Unity, C# - [Itch.io](#)

- 2.5D arcade-style platformer developed in 48 hours using Unity and C# among a team of eight. Responsible for developing Camera, UI/HUD, Scene Management and Environment systems

### Swimmingsheep.com | React.js - [Portfolio](#), [Github](#)

- Created an interactive portfolio website using React.js for seamless navigation of projects, deploying all pages onto custom domain using Github Pages

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

- Designed and developed a survival roguelike game, incorporating custom assets and leveraging Unity's UI and Cinemachine frameworks to deliver an engaging and dynamic player experience

## Extracurriculars

### VP Events

Oct 2024 - Present

Design Collective McGill, Montreal QC

- Organized, advertised and presented for workshops on graphic design, delivering insights on UX/UI best practices, and raising awareness of local design initiatives