Jacky Wu

Game Programmer

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EDUCATION

UNIVERSITY OF SKÖVDE	Sep 2020 – Jun 2022

Master of Science in Game Development (Specializing in Serious Games)

CHINA UNIVERSITY OF POLITICAL SCIENCE AND LAW	Sep 2016 – Jun 2020

Bachelor of Arts in Chinese Language and Literature

EAST CHINA NORMAL UNIVERSITY *Exchange program (Game Project Practice)*	Feb 2018 – Jul 2018
CONCORDIA UNIVERSITY *Critical Hit Parallax Game dev program*	Jul 2018 – Aug 2018

PROFESSIONAL EXPERIENCE

Apr 2021 – Jun 2021	**BLACKDROP INTERACTIVE**	*Game Programmer Intern*

➢ Worked on *Receiver 2*, implemented new game features according to players' feedback.

➢ Resolved 20+ miscellaneous game bugs and issues in different game systems.

➢ Built new guns and new game maps with other developers.

Feb 2019 – Jun 2019	**MCAT INSTITUTE**	*Game Content Editor Intern*

➢ Produced game-related articles for the company's game media.

➢ Produced subtitles and translations for the company's game videos and videos on Youtube.

PROJECTS

AUTO-BATTLER PROJECT   July 2022 – Present

A personal project which contains basic features of the auto-battler game genre in single player game mode with Unity.

• Built a dynamic pathfinding system with A-star algorithm, and integrated finite state machine with champions runtime behaviors, which together implemented the champion's AI system.

• Built champion attributes system, buff system, and ability system utilizing Scriptable Objects and C# object-oriented features, which provided a solid infrastructure allowing for highly scalable development and greatly reduces code coupling.

SEABIRD PROJECT   Sep 2020 – Dec 2020

A collaborated project with the University of Skövde, WWF, and SLU with the aim of increasing interest towards the seabirds living in the Baltic Sea.

• Implemented most of game features with C# and Unity, including satisfying third person character controller using Cinemachine, game progression system, save system, quick time events (QTE) system etc.

• Worked with artists to polish the animation system, AI system, and Unity Shadergraph. Created shader objects for the game environment and interaction system to improve the player experience.

ONLINE MULTIPLAYER GAME PROJECT   Nov 2021 – Dec 20 21

An online multiplayer demo using Unreal which could be played by multiple players through Steam's network.

• Implemented the multiplayer online marble mini game system using Unreal and Blueprint within the Unreal-Steam multiplayer network framework.

• Researched solutions for Steam online games through various sources and configured a viable solution, and migrated the project code from C# to Blueprints.

CAT CLINIC   Mar 2021 – May 2021

A serious game prototype designed to help procrastinators reduce academic procrastination.

• Implemented all game features including a solid game save system with different save slots by using JSON for serializing and deserializing game object.

• Implemented game time system and economic system for idle game features by calculating real time.

BUDDY   Feb 2022 – May 2022

My thesis work for my master's degree, which investigated the impact of unguided instruction on the player's perception.

• Designed and built the whole game with some art assets support.

• Implemented undo system with different game objects and commands from players by using new input system in Unity and command pattern.

SKILLS