

Yi Fei Xue

Game developer in training

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226-978-2069

Portfolio: <http://kxue.github.io>

Github: <https://github.com/KXue>

Objective:

To create engaging experiences with high mechanical depth and clean, future-proof code.

Summary:

Experienced with JavaScript, Java, Python, C# and Objective-C, HTML and CSS mainly for front end development

Work:

[Liftlock Studios](#): — Full Stack Contractor

April 2017 -

Prototyped web applications using Ruby on Rails.

[Ignis Innovation](#): — Software Co-op

January 2016 - April 2016, February 2015 - April 2015

Developed image data visualization tools using custom shaders to maximize control and speed

Improved software and hardware development speed by designing improved UI, implementing custom development tools or refactoring existing code.

[BrainStation Academy](#): — Teaching Assistant

August 2015

Taught students basic web development (HTML, CSS, Bootstrap, JS) and guided them in developing professional websites.

Identified and fixed over numerous curriculum material errors. Over 70% of the errors were misleading information or incorrect code.

Lead customized extra lessons for advanced students on animation.

Personal Projects:

[Musical Missile Mania](#):

Missile Command like game made with Unity for PTBO Game Jam

Highlight: **Adapted** existing shaders to render meshes in 80's neon style

[Explosion Drive](#):

Touch focused arcade game made in Phaser for GMTK Game Jam

Highlight: **Polished** game feedback using time freezing and camera shake

[Irritated Ivan](#):

Text based roguelike made in C++ for class

Highlight: **Researched** and **Implemented** cellular automata methods of procedural map creation.

Education:

Video Game Design and Development Diploma
Ontario Secondary School Diploma Don Mills CI

Oct. 2018 (Est)
July 2012

Modules:

- 3D Asset Creation for Video Games
- 3D Unity Video Game Development
- Unreal Video Game Development
- Mobile Game Development for Apple iOS
- Mobile Game Development for Android
- Introduction to C++ Game Development
- Video Game Prototyping
- Video Game Math and Physics
- Digital Media
- Video Game Analysis and Technical Design