Yi Fei Xue

Game developer in training

ivexnuke@gmail.com
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

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.

Work:

Liftlock Studios: — Full Stack Contractor

April 2017 – April 2018

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.

Education:

Video Game Design and Development Diploma	Oct. 2018 (Est)
Ontario Secondary School Diploma Don Mills CI	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