# Yi Fei Xue

Game developer in training

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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

### Pirates.net:

Grid based puzzle game made in Phaser for PTBO Game Jam 4
**Highlight: Created** a simple level editing system and **wrote** flood fill algorithm with look ahead.

### 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:

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| Video Game Design and Development Diploma | Oct. 2018 (Est) |
| Ontario Secondary School Diploma Don Mills CI | July 2012 |