

LI CHUNG-HAO

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wesley.lee.hau@gmail.com · Portfolio [Link](#)

- I am a gameplay programmer with good skills in C++, C#, and Unity.
- I am a quick learner learn how to make games myself and have made 7 games on Unity (Mobile, 2D, 3D and VR games, please check *my portfolio*).
- In addition to programming, QA work is also acceptable if needed.

EDUCATION

CURRENTLY STUDYING > SEP 2021 – APR 2023

DIPLOMA, ST LAWRENCE COLLEGE

Game Programming

SEP 2010 – JUNE 2015

BACHELOR, NATIONAL CHENG KUNG UNIVERSITY

Electrical Engineering and Computer Science

EXPERIENCE

JAN 2018 – NOV 2019

QA ENGINEER, GOOGLE

- Analyzed the QA of communication
- Found 200+ issues on each product
- Trained the contractors.
- Work with 3rd party lab for certification.

MAY 2017 – JAN 2018

TEST ENGINEER, HTC

- Analyzed the QA of communication
- Ran test cases followed GCF rules

SKILLS

- C++ Programming
- C# Programming
- Git
- Unity Engine
- Web Development

RELATIVE ACTIVITIES

OCT 2021 – CURRENT

RETAIL SALES, EB GAMES

Help customers find the right games for them

MAR 2020 – APR 2020

UNITY INTERN, TRIPMOMENT

Debugging / UI function modified