

# Chung- Hao (Wesley) Li, BAsC

1211 Bedford Street, Cornwall, ON, K6J-4G4

613-870-1568

wesley.lee.hau@gmail.com

## Summary of Qualifications

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- High passion for game development and programing in C++. Developed 7 games on Unity (Mobile, 2D, 3D and VR games)
- Self-motivated college student in Game Programing with a Bachelor's degree in Electrical Engineering and Computer Science
- Over 2 years well-rounded experience with Google in Quality Assurance, Testing and Project Management
- Good Web development skills: HTML, CSS, JAVASCRIPT
- Excellent problem-solving skills to advise and collaborate with leaders to brainstorm alternatives and propose solutions
- Strong ability to provide training and coaching for Quality Assurance software to people at all levels including contractors

## Education

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### St. Lawrence College

Cornwall, Ontario

Game Programming Diploma

Aug 2021 - Expected Apr 2023

### National Cheng Kung University

Taiwan

Bachelor of Science in Electrical Engineering and Computer Science

Sep 2010 - Jun 2015

## Experience

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### St. Lawrence College

Cornwall, Ontario

Peer Tutor

Oct 2022- Present

- *Tutored Network Programming, C++, Physics for Games, Mathematics for Games*

### BGC Canada

Cornwall, Ontario

Program Volunteer Instructor (creating video game)

Jul 2022- Present

- *Taught children (age 6-12) to make video games with Unity*
- *Planned, organized, and scheduled the teaching process*
- *Designed and made games suitable for teaching*
- *Collected game art assets and organized them for teaching purpose*

### STEMWorld Educational Services Inc.

Remote, Canada

Game Developer

May 2022 – Jul 2022

- *Used the Unity 3D game-engine and C# for educational game development*
- *Created game art asset on Gimp*
- *Planned, researched and design game development process*
- *Participated the presentation of technical topics at regularly scheduled corporate meetings*

### GameStop

Cornwall, Ontario

Game Sales

Jan 2018- Nov 2019

- *Proven ability to provide excellent customer support*
- *Engaged customers with value added service and knowledge*
- *Tackled all inquiries with style*
- *Developed empathetic client relationships while earning a reputation for exceptional customer service*

## TripMomentVR

Taiwan

Unity Engineer

Mar 2021- Apr 2021

- *Assisted in designing and building effective codes*
- *Maintained the quality of codes and projects*
- *Extended support in scripting, GUI, textures, etc.*
- *Effectively communicated with other team members to create strong pipeline and integrate media assets*

## Google

the U.S.A., Singapore, Taiwan, and India

Quality Assurance Engineer

Jan 2018- Nov 2019

- *Assisted to develop and implement quality assurance program for telecommunication software commination*
- *Conducted failure analysis to define root causes and drove corrective actions*
- *Managed contractors' quality performance and generated reports and metrics for management to review*
- *Provided training and coaching for quality assurance program to internal users and contractors in the U.S.A., Taiwan and India*

## HTC

Taiwan

Wireless Field Trial Engineer

May 2017- Jan 2018

- *Developed test frameworks and set up testing system*
- *Evaluated existing status of test automation and provided recommendations for improvements*
- *Conducted various root cause analysis on wireless performance*
- *Participated in test driven designs and executed testing to ensure compliance with project requirements*

## Ministry of Taiwan

Taiwan

Mandatory Army Service

Nov 2015 -Nov 2016

- *Worked at the Army engineer to perform logistic and filed support*
- *Other numerous tasking with local Taiwanese units across various cities in Taiwan*

## Self-employed

Taiwan

Prepared to move to Canada to study

Dec 2019- Aug 2021

- *Focused on improving English and studied game programming to meet the requirement to study in Canada*
- *Took various high risks jobs to earn money to afford studying abroad such as scuba diving coach and safety coordinator*

## Additional Experience

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### St. Lawrence College

Cornwall, Ontario

Class Representative

Oct 2022- Present

- *Acted as a liaison between the students and professors*
- *Represented my class at Class Rep Meeting*
- *Ensured my classmates are properly represented and are well informed*

### Electronic Arts

Remote, Canada

Virtual Experience Program Participant

Jan 2022- Jan 2022

- *Completed practical task modules in Python, C++, Game Engine Technology, and Mitigating Cyber Vulnerabilities*