

# Chung- Hao (Wesley) Li, BAsC

613-870-1568  
wesley.lee.hau@gmail.com



## Summary of Qualifications

- High passion for game development and programing in C#. Developed 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
- 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

<b>St. Lawrence College</b>	<b>Cornwall, Ontario</b>
Game Programming Diploma - GPA 3.92 / 4.0	Aug 2021 - Apr 2023
<b>National Cheng Kung University</b>	<b>Taiwan</b>
Bachelor of Science in Electrical Engineering and Computer Science	Sep 2010 - Jun 2015

## Experience

<b>GlobalStep</b>	<b>Montreal, Quebec</b>
FQA Video Game Tester	Mar 2024- Present
<ul style="list-style-type: none"><li>• <i>Identify and report functionality bugs</i></li><li>• <i>Test and report issues using JIRA</i></li><li>• <i>Work closely with other team-members to share, discuss and clarify issues</i></li><li>• <i>Write all bugs in conformance to internal standards and project specific requirements</i></li></ul>	
LQA Video Game Tester	Oct 2023- Mar 2024
<ul style="list-style-type: none"><li>• <i>Ensured the quality of video game and related software translations</i></li><li>• <i>Checked the quality of the language used in various texts and audio files</i></li><li>• <i>Ensured that content is well adapted to the language, culture and Chinese market</i></li><li>• <i>Reported the tasks using an evaluation sheet and/or checklist to the Lead Testers</i></li></ul>	
<b>Resilience, Inc.</b>	<b>Remote</b>
Virtual Reality Developer	Jun 2023- Oct
<ul style="list-style-type: none"><li>• <i>Translated design into applications using Unity Engine</i></li><li>• <i>Scripted and maintained efficient, reusable, and reliable code</i></li><li>• <i>Ensured the best possible performance and quality of applications</i></li><li>• <i>Meeting with the design team to discuss ideas and specifications</i></li></ul>	
<b>BGC Canada</b>	<b>Cornwall, Ontario</b>
Program Volunteer Instructor (creating video game)	Jul 2022- Apr 2023
<ul style="list-style-type: none"><li>• <i>Taught children (age 6-12) to make video games with Unity</i></li><li>• <i>Planned, organized, and scheduled the teaching process</i></li><li>• <i>Designed and made games suitable for teaching</i></li></ul>	

**STEMWorld Educational Services Inc.****Remote, Canada**

Game Developer

May 2022 – Jul 2022

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

**GameStop****Cornwall, Ontario**

Game Sales

Oct 2021- Jan 2022

- *Proven ability to provide excellent customer support*
- *Engaged customers with value added service and knowledge*
- *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.*

**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*

**Additional Experience****St. Lawrence College****Cornwall, Ontario**

Class Representative

Oct 2022- Apr 2023

- *Acted as a liaison between the students and professors*
- *Organized ESport events monthly and movie nights*
- *Represented my class at Class Rep Meeting*

**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*