

Chung- Hao (Wesley) Li, BAsC

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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
- 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

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

Experience

Resilience, Inc.	Remote
Virtual Reality Developer	Jun 2023- Present
<ul style="list-style-type: none">• <i>Translated design into applications using Unity Engine</i>• <i>Scripted and maintained efficient, reusable, and reliable code</i>• <i>Ensured the best possible performance and quality of applications</i>• <i>Meeting with the design team to discuss ideas and specifications</i>	
St. Lawrence College	Cornwall, Ontario
Peer Tutor	Oct 2022- Apr 2023
<ul style="list-style-type: none">• <i>Tutored Oop, Network Programming, C++, Physics for Games, Mathematics for Games</i>	
BGC Canada	Cornwall, Ontario
Program Volunteer Instructor (creating video game)	Jul 2022- Apr 2023
<ul style="list-style-type: none">• <i>Taught children (age 6-12) to make video games with Unity</i>• <i>Planned, organized, and scheduled the teaching process</i>• <i>Designed and made games suitable for teaching</i>• <i>Collected game art assets and organized them for teaching purpose</i>	
STEMWorld Educational Services Inc.	Remote, Canada
Game Developer	May 2022 – Jul 2022
<ul style="list-style-type: none">• <i>Used the Unity 3D game-engine and C# for educational game development</i>• <i>Created game art asset on Gimp</i>• <i>Planned, researched and design game development process</i>• <i>Participated the presentation of technical topics at regularly scheduled corporate meetings</i>	

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.*
- *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*

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*
- *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*