Jian Heng Wu Wu

Game Programmer

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I'm very passionate in developing fun and innovative games. I have a solid foundation in languages including C++, C#, and Java; with experiences on game engine such as Unity and Unreal Engine. Effective team collaboration and problem solving is also the proud quality I possesses.

SUMMARY OF QUALIFICATIONS

• Proficiency in C++, C#, and Java

• Expertise in Unity3D and Unreal Engine

• Strong problem-solving abilities

• Collaborative team player

• Game optimization for diverse platforms

EDUCATION

Game – Programming (Optional Co-op)
Centennial College, Toronto, Ontario, Canada.   Sept 2020 – Present

In this program, I have gained a solid understanding of game development, including key programming languages and game engines. Throughout the days I've also taught my self the implementation of AI in game development.

Relevant Courses Completed:
- Programming 1/2
- Java Programming
- Game Programming

Key Achievements:
- 2 group game projects
- Developed Academic Understanding
- Self-taught Understanding in AI

High School Diploma
A.Y Jackson, Toronto, Ontario, Canada.   Sept 2018 – June 2020

My high school education at A.Y Jackson instilled fundamental skills in time management, teamwork, and problem-solving. It ignited my interest in technology and programming, which paved the way for my career in game development.

Relevant Courses Completed:
- Computer Science Fundamentals

Key Achievements:
- Simple 2D game project based on adobe flash.