

Haotian Luo

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Education

September 2018 – present

BACHELOR OF APPLIED SCIENCE, UNIVERSITY OF TORONTO

Major in Computer Engineering, 4th Year

RELEVANT COURSES: COMPUTER NETWORKS, ALGORITHMS AND DATA STRUCTURES, COMMUNICATION AND DESIGN(C++), OPERATING SYSTEMS, DATABASES, INTRODUCTION TO MACHINE LEARNING

September 2017 – August 2018

BACHELOR OF APPLIED SCIENCE, UNIVERSITY OF TORONTO

Major in Chemical Engineering and Applied Chemistry, 1st Year

- SGPA 3.64, Dean's List Certificate

Received Entrance Award: Faculty of Applied Science and Engineering Admission Scholarship and The Norman Ramm Scholarship

Skills & Abilities

- C, C++, Java, Python, MATLAB, C#, PostgreSQL, Unity, Git, Object-Oriented Programming

Experience

SOFTWARE DEVELOPER - GAMEPLAY, MILLIONAIRE, UKEN GAMES – 2020

Worked as a full-time software developer in *Millionaire* dev team for 12 months, starting May 2020.

- Worked with both Unity UI and C# code to develop game features and fix bugs
- Worked with reference data, retrieved and modified values in tsv file when needed
- Helped QA tasks and tested for bugs, created tickets and reported to bug trackers
- Communicated with product team and art team, consulted for requirements
- Gained understanding in game developing procedures and game industry

TEAM LEADER, COMMUNICATION AND DESIGN, U OF T – 2019

- Developed a GIS system ("Google Maps Project") in C++ with two other teammates
- Built the app from scratch, imported data from OpenStreetMap API and stored in data structures
- Visualize the map from API with graphical library "EasyGL" in Linux environment
- Implemented A* Algorithms to find the shortest path on the map
- Led a group of three programmers, developed leadership skills, held team decision making

PRODUCT TEAM MEMBER, WUHAN ONEW TECHNOLOGY CO., LTD – 2019

- Assembled VR training machines and set up operating environment for the machine
- Learned basics of C# and .NET Framework with Visual Studio

Project

- Reversi Game, building heuristic function and implementing AI with C
- Cooperative and Preemptive Thread Scheduling with C
- UDP/IP File Transfer with C – socket programming
- SQL and JDBC, Database Design with PostgreSQL
- Building a Skyscraper – Verilog pong game
- Tic Tac Toe with C++ and C#
- Stickman Racing Game with C on VGA display
- For a complete list of projects, please refer to GitHub page: <https://github.com/MiaoPasss>