

# Haotian Luo

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## Education

September 2018 – present

**BACHELOR OF APPLIED SCIENCE, UNIVERSITY OF TORONTO**

**Major in Computer Engineering, 4<sup>th</sup> Year**

**RELEVANT COURSES: INTRODUCTION TO GAME DESIGN, ALGORITHMS AND DATA STRUCTURES, PROGRAMMING LANGUAGES, OPERATING SYSTEMS, DATABASE, INTRO TO MACHINE LEARNING**

September 2017 – August 2018

**BACHELOR OF APPLIED SCIENCE, UNIVERSITY OF TORONTO**

**Major in Chemical Engineering and Applied Chemistry, 1<sup>st</sup> Year**

- Annual GPA 3.64, Pass with Honours

Received University of Toronto 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 ("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

## Projects

- *Timeball* – Unity 3D Game, itch.io page: <https://haotian-luo.itch.io/dodge-time>
- *Elemental Escape* – Unity 2D indie game development in progress with C#
- *Sokoban* Game, building heuristic function and implementing Search Algorithm with Python
- Linear/Logistic Regression, Neural Network, Probabilistic Models with Python/TensorFlow
- Cooperative and Preemptive Thread Scheduling with C
- UDP File Transfer and TCP/IP Text Conference with C – socket programming
- SQL and JDBC, Database Design with PostgreSQL
- For a complete list of projects, please refer to GitHub page: <https://github.com/MiaoPasss>