

# Haotian Luo

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## Education

September 2017 – June 2022

### **BACHELOR OF APPLIED SCIENCE & ENGINEERING, UNIVERSITY OF TORONTO**

- Major in Computer Engineering (Computer Science Courses CGPA: 3.9/4.0)
- Minor in Artificial Intelligence Engineering

## Skills & Abilities

- C, C++, Java, Python, C#, PostgreSQL, Unity, Git, Visual Studio
- Object-Oriented Programming, Game Design, Relational Database

## Experience

October 2022 – present

### **SOFTWARE DEVELOPMENT ENGINEER, AWS SNOW, AMAZON**

- Developed feature improvements with Typescript on front-end console for data migration plan
- Checked operational board and investigated on metrics that exceed normal threshold
- Participated in new device launch sprint and expanded new pre-production stages
- Engaged with Product Manager for reviews and feedbacks to iterate software design

September 2021 – January 2022

### **GAMEPLAY DEVELOPER, TIMEBALL, U OF T GAME DESIGN**

- 2-player split screen 3D Sport Game, developed with two other programmers
- Implemented player movements, ball passing/shooting, round system, and tutorial level
- Wrote C# script for audio manager and imported Background Music/SFX into gameplay
- Cooperated with Modelling/Animation/Music team and set up group meetings/internal deadlines
- Game release on itch.io page: <https://haotian-luo.itch.io/dodge-time>

May 2020 – May 2021

### **GAMEPLAY DEVELOPER, MILLIONAIRE, UKEN GAMES**

- Worked with both Unity UI and C# code to develop game features such as Battle Pass
- Worked with reference data (JSON files), retrieved and modified values in tsv file
- Helped QA tasks and tested for bugs, created tickets and reported to bug trackers
- Communicated with product team and art team, consulted for design requirements

## Projects

- *Elemental Escape* – Unity 2D indie game on Steam:
- *Sokoban* Game, building heuristic function and implementing Search Algorithms with Python
- *Pac-Man* Game, implementing multi-agent Minimax and Expectimax search with Python
- Distributed System, key-value storage and replication servers with Java
- *Heart Disease Risk Prediction*, collect/process raw data and classification Neural Network with Python
- *Discrete Event Network Simulator GUI*, Electron JS application with React and Typescript
- File System, Cooperative and Preemptive Thread Scheduling with C – operating system
- UDP File Transfer and TCP/IP Text Conference with C – socket programming
- Relational Algebra, JDBC, and Database Schema Design with PostgreSQL
- Implementations of ORM with Python, multi-thread database server with RUST, and RPC with C++
- *GIS ("Google Maps Project")/Travelling Salesmen*, navigation app using OpenStreetMap API with C++