Chaoshan Huang

Tel: +44 07536346406
Email: chaoshanhuang326@gmail.com
Portfolio: muteages.github.io
LinkedIn: linkedin.com/in/chaoshanhuang
Any City, United Kingdom

PERSONAL PROFILE

I'm a recent master's graduate looking for a graduate / junior game developer role in game industry. During my studies, I have acquired a diverse range of skills and techniques that align with the needs of the industry. Also, I have gained valuable experience collaborating with international teams and working independently. As a self-driven individual I'm always eager to learn new technologies. And my passion for developing exciting games drives me to seek opportunities to contribute to a dynamic game development team.

EDUCATION

**University of Leeds,
(Master of Science)
Leeds,UK**
September 2021 - December 2022
High-Performance Graphics and Games Engineering

**Beijing Jiaotong University
(Bachelor of Engineering)
Beijing, China**
September 2014 - June 2018
Computer Science - Internet of Things

KEY SKILLS

C++, GLSL, Lua

Unreal Engine 5, Unity

OpenGL, Vulkan

Computer Graphics, 3D Maths

Git, Perforce, Trello, Jira

LANGUAGES

Mandarin (Native)

English (Proficient)

EXPERIENCE

Game Programmer Trainee

Mastered. UK | December 2022 - Present

- Participating in a fully funded game developer training program to enhance skills, establish professional connections, and acquire industry knowledge.
- Attending mentor sessions with experienced developers to gain insights and guidance in game development.
- Engaging in live creator challenge game jam sessions, collaborating with mentors and other creators to develop and refine projects.
- Conducting project reviews to evaluate and enhance the quality of game development projects.
- Creating prototypes of various game genres during game jams and integrating them into personal projects.
- Implementing diverse features such as computer configuration, interaction mechanics, car driving, ordering system, inventory system and AI system.

Game Tester Intern

Lionbridge. Beijing, China | November 2020 - May 2021

- Contributing to gameplay and localisation testing as a member of the QA team during an internship.
- Testing an unreleased 3A game and specifically working on Horizon-Forbidden West.
- Gaining a comprehensive understanding of game development from both technical and non-technical perspectives.
- Improving communication skills through collaboration with developers.
- Providing valuable feedback to enhance game quality and user experience.