# Chaoshan Huang

Game Developer

## 👤 Summary

I am a recent master's graduate looking for a graduate/junior 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. My passion for creating exciting games has driven me to seek opportunities to contribute to dynamic game development teams and become a great developer.

## 💼 Experience

### Game Programmer Bootcamp Trainee at Mastered, Online/Remote
December 2022 — Present

-Learned and made personal project in Unreal Engine 5 via blueprint and C++

-Communicated and collaborated with other people

-Took part in some game-jam-like events

### Game Tester Internship at Lionbridge, Beijing, China
November 2020 — May 2021

As a member of the QA team during my internship period, I had the opportunity to participate in gameplay and localisation testing for an unreleased 3A game and Horizon-Forbidden West. This experience provided me with a unique perspective on game development, as I was able to gain a deeper understanding of game design from both a technical and non-technical side. Also it improved my communication skill with developers.

## 🎓 Education

### Master of Science, University of Leeds, Leeds,UK
September 2021 — December 2022

High-Performance Graphics and Games Engineering

### Bachelor of Engineering, Beijing Jiaotong University, Beijing, China
September 2014 — June 2018

Computer Science-Internet of Things

## ★ Projects

### Fantasy Computer Co.

Portfolio Link

A simple casual game that the player need to follow the order to collect computer components and then drive the car to deliver it. Also they need to avoid the obstacles and AI enemies.

Technologies: UE5 Blueprint, C++ script, AI, UMG

## Details

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## Links

Linkedin

Personal Website & Portfolio

## Skills

C++, GLSL, Lua

OpenGL, Vulkan

Unreal Engine 5, Unity

Git, Jira, Trello

## Languages

English

Chinese

### QUASARTS Game Engine

Portfolio Link

This is a group project in my MSc. We made a simple game engine from scratch. I led the development of script system and audio system, also helped integrate different modules with script and ECS system.

Technologies: C++, Lua, OpenAL

### Foveated Rendering Implementation in UnityVR

Portfolio Link

For my master's dissertation project. I implemented several methods to test their performance in reducing cybersickness in VR environment.

Technologies: Foveated Rendering, Shader lab, Unity VR, C# script

### Misc Projects

In my other projects. I have experienced in OpenGL, Vulkan, Animation, Geometric processing algorithms, etc. They can be found in my portfolio.

- Vulkan: Implemente different render methods like Phong, PBR. Post-processing rendering.
- OpenGL: Implemented a soft version of OpenGL render pipeline in C++
- C++: Geometric processing algorithms like half-edge data structure, mesh loop-subdivision
- Animation: Cloth and fluid animation and simulation