

Chaoshan Huang

Games Programmer
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GITHUB | PORTFOLIO | LINKEDIN

EDUCATION

UNIVERSITY OF LEEDS

MASTER OF SCIENCE HIGH-PERFORMANCE GRAPHICS AND GAMES ENGINEERING

September, 2021 - December 2022

Leeds, UK

BEIJING JIAOTONG UNIVERSITY

BACHELOR OF ENGINEERING COMPUTER SCIENCE

September, 2014 - June 2018

Beijing, China

EXPERIENCE

MASTERED | GAME PROGRAMMER BOOTCAMP TRAINEE

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 gamejam-like events

LIONBRIDGE | GAME TESTER

Beijing, China | November, 2020 – March, 2021

During my internship period. As a member of QA team, I participated in the gameplay localisation tests for an unreleased 3A game and Horizon-Forbidden West. It helped me have a deeper understanding of game design and gameplay from non-technical side and improve my communication skill with developers.

SKILLS

PROGRAMMING LANGUAGES

C++, Shader Language like GLSL, C#, lua

TOOLS / PLATFORMS

Unreal Engine 5, Unity, Visual Studio, Jira, Github

PROJECTS / OPEN-SOURCE

FANTASY COMPUTER CO. | [LINK](#)

Unreal Engine 5, Blueprint, C++ script, AI, UMG

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.

QUASARTS GAME ENGINE | [LINK](#)

C++, Lua, OpenAL

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.

FAKE OPENGL PIPELINE | [LINK](#)

C++, Render pipeline

This is an assessment in my MSc. We were requested to implement the whole render pipeline just in C++.

OTHER PROJECTS | [LINK](#)

Unreal, OpenGL, Unity, C++, Vulkan

Vulkan

- implementation of different render methods like Phong, PBR. Post-processing rendering.

OpenGL

- Cloth and fluid animation and simulation

C++

- Geometric processing algorithms like half-edge data structure, mesh loop-subdivision.

And some other unreal and unity projects which can be found in my portfolio.