Cai Plank

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Skills & Abilities

Programming Languages: C# (4 years), C++ (1 year)

Tools & Platforms: Unity, Git, P4V, Visual Studio, JetBrains Rider

Gameplay Programming: Lead programmer and developer of main gameplay mechanics for multiple projects

Other: Excellent at debugging code, knows programming/game development best practices, and is fluent in oral/written French.

Recent Experience

Junior Game Developer | KIXEYE   *Sept. 2023 - Jun. 2024*
➢ Fixed bugs and implemented improvements using Unity, increasing customer satisfaction.
➢ Developed tools to increase other developer's iteration time while creating new content.
➢ Produced solutions to game design problems that resulted in improved user experience.
➢ Gained high level debugging skills by fixing bugs in a massive pre-existing codebase.

Game Programmer Co-op | KIXEYE   *May 2023 - Aug. 2023*
➢ Used Unity to develop improvements and fixes in a live service mobile game.
➢ Wrote clear, concise bug and improvement tickets that increased the team's efficiency.
➢ Conducted thorough testing and identified critical bugs, enhancing overall game quality.

"Cai found a major customer and purchase facing defect before the player base noticed, prompting the WCRA lead to say "Cai has already paid for himself"."
- Chris Keating, Lead Software Engineer, KIXEYE

Education

Diploma | Interactive Media Developer | Camosun College   *Sept 2022 - Aug. 2024*
➢ Project Lead/Programmer of a virtual reality physics combat video game.
➢ Project Lead/Programmer of a 3D zombie hack and slash video game.
➢ Git manager for a program wide website development team.
➢ Recreated Tetris in C++.

References available upon request