

JUNIOR SOFTWARE DESIGNER

Mobile Technology | Game Programming | Story Testing

- Knowledgeable to make game creation, participate in and design game plot, level and background story.
- Trained in Unity and Blender for game engine design, 2D and 3D graphics programming
- Familiar with C#, Java, JavaScript, Oracle, HTML/XML, Microsoft's .Net, Python, Unix/Linux.
- Powerful ability to quickly learn new skills and operations, who can adapt to individual and team work.
- Knowledgeable in hardware and network.

EDUCATION

Game – Programming Advanced Diploma(Co-Op)

Sept. 2019 - present

Centennial College, Toronto, ON

Related Courses Include:

Programming I, II

Advanced Graphics

Java Programming

Game Programming

Web Interface Design

Unity Engine

ACADEMIC EXPERIENCE

Game Design Project

Sept. 2019 - Dec. 2019

- Decided on the basic gameplay and the background by group.
- Collected and created game characters and levels.
- Designed the enemy.
- Wrote action functionality and death trigger function in C#.
- Used to add physical collisions to characters and scenes.
- Experimented with it and implemented on Unity.

Web Design Project

Jan. 2020 - April. 2020

- Used JavaScript to design the basic framework of the web page.
- Designed the hyperlink button.
- Inserted video and audio into web pages.

EXTRA-CURRICULAR ACTIVITIES

Cadre of Conference Affairs Department(Chinese Student Association) Jan. 2020 – present
Chinese Student Association, Centennial College, Scarborough, Ontario

- Duties include manage the student union's financial revenue.
- Responsible for arranging guest sign-in, accommodation and catering, internal security, making conference address book, preparing conference supplies and other trivial work.
- Managed the computers within the department.