

WANG Bokang

Phone: (+852)5629 7632

Portfolio: <https://sohhyy.github.io/game/>

Email: bokang.wang@connect.polyu.hk

EDUCATION

The Hong Kong Polytechnic University (PolyU)

Hong Kong

Bachelor of Science in Computing

Expected May 2020

- GPA:3.62/4.0
- Dean's Honours List (2018)
- Selected Subjects: Game Design and Development, Artificial Intelligence, Creative Digital Media Design, Computer Networking, Data Structures, Object-Oriented Programming, Discrete Mathematics, Calculus and Linear Algebra

PROJECTS

Hyacinth, Global Game Jam 2019

Shenzhen

Programmer, Game Designer

Jan. 2019

- Developed Hyacinth, a 2D puzzle game in Unity on a team of 4 in 48 hours.
- Implemented various gameplay mechanics and interactions in Unity individually.
- As the team leader, managed the development process of the game. Also communicated, collaborated and iterated with the artist, level designer and sound designer.

Wizard Knight, Course Project for Game Design and Development

Hong Kong

Programmer, Game Designer

Nov. – Dec. 2018

- Developed Wizard Knight, a 3D TPS game in Unity on a team of 5 in 4 weeks. The game contains both single-player mode and multiplayer online mode.
- As a programmer, implemented all programming works of single-player mode such as character controller, monsters' AI, UI and various gameplay mechanics.
- As a designer, designed the gameplay, the main character, the enemies and levels of the single-player mode.

WORK EXPERIENCE

Loong Entertainment

Beijing

Development Tester Intern

Jul. – Aug. 2018

- Ran functional testing on *YuJianQingYuan*, an MMORPG mobile game and reported bugs to the database system.
- Evaluated the degree of severity and priority of bugs and reproduced bugs upon request.
- Prepared and generated test reports weekly to support the development team and test team.

Lenovo, Inc. (Enterprise Business Group Shanghai Design Center)

Shanghai

Software Tester Intern

Jun. – Jul. 2018

- Ran functional testing such as feature testing, API testing, GUI testing on Lenovo intelligent Computing Orchestration (LiCO), a one-stop solution based on Lenovo's HPC cluster.

EXTRA-CURRICULAR EXPERIENCE

G-Fusion Game Show 2019 Guangzhou Site

Guangzhou

Volunteer

Nov. 2019

- Worked for Tencent A.C.E Program to promote the mobile version of *Slay the Spire*.
- Introduced the game, maintained order and helped the players in need.
- Had a meaningful talk with the producer of the *Crypt of the NecroDancer* Mr. Ryan Clark.

PolyU Chinese Mainland Students' Association

Hong Kong

Information Technology Subcommittee

Sep. 2016- May. 2017

- Organized an E-sports competition with more than 100 participants.

SKILLS

Programming Languages: C#, Python, Java, C, PHP, HTML, CSS

Tools: Unity, Visual Studio, Microsoft Office, IntelliJ IDEA, Git

Music Composition Tools: Studio One 4