

## EDUCATION

### The Hong Kong Polytechnic University (PolyU)

Hong Kong

Bachelor of Science in Computing

*Expected May 2020*

- GPA: 3.62/4.0 (Dean's List 2017/18)
- Related courses: Game Design and Development, Artificial Intelligence, Creative Digital Media Design, Computer Networking, Data Structures, Object-Oriented Programming, Discrete Mathematics, Calculus and Linear Algebra

## PROJECTS

### Normal Children, Capstone Project

Hong Kong

Programmer, Game Designer

*Oct. 2019 – Present*

- Developed dyslexia simulation VR game on HTC Vive using Unity engine.
- Implemented immersive experience for players to gain an insight into the lives of dyslexic children.
- Designed all the gameplay, interactions and story components for 4 of the scenes.

### Hyacinth, Global Game Jam 2019

Shenzhen

Programmer, Game Designer

*Jan. 2019*

- Developed 2D puzzle game in Unity with a team of 4 in just 48 hours, following the theme "What home means to you."
- Implemented dynamic gameplay combining puzzle-solving with narration.
- Managed whole team and development process of the game as Team Leader.
- Communicated, collaborated and iterated with the creative artist, level designer and sound designer.

### Wizard Knight, Course Project for Game Design and Development

Hong Kong

Programmer, Game Designer

*Nov. – Dec. 2018*

- Developed 3D TPS game containing both single-player and online modes in Unity in a team of 5 over 4 weeks.
- Implemented programming for single-player mode, including character controls, monster AI, UI, gameplay mechanics.
- Designed gameplay, main character, enemies, and all levels for the single-player mode.

## WORK EXPERIENCE

### Loong Entertainment

Beijing

Development Tester Intern

*Jul. – Aug. 2018*

- Ran functional testing on MMORPG mobile game *YuJianQingYuan*; reported bugs to database system.
- Evaluated degree of severity and priority of bugs; reproduced bugs upon request.
- Prepared and generated test reports on a weekly basis to support work of development team and testing 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 in Tencent A.C.E. Program helping to promote mobile version of *Slay the Spire*.
- Introduced game; facilitated smooth running of the game show; helped the players in need of assistance.
- Enjoyed meaningful discussion with the producer of *Crypt of the NecroDancer*, Mr. Ryan Clark.

### PolyU Chinese Mainland Students' Association

Hong Kong

Information Technology Subcommittee

*Sep. 2016- May. 2017*

- Organized e-sports competition gathering more than 100 participants.

## SKILLS

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

**Tools:** Unity, Visual Studio, Microsoft Office, IntelliJ IDEA, Git, Studio One 4