

Bokang Wang

Phone: 412-522-3541

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

Email: bokangw@andrew.cmu.edu

EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC)

Pittsburgh, PA

Master of Entertainment Technology

Expected May 2023

The Hong Kong Polytechnic University

Hong Kong

Bachelor of Science in Computing

2016 - 2020

SKILLS

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

Game Development: VR, AR, Rapid Prototyping, Playtesting

Tools: Unity, Visual Studio, Perforce, Git

PROJECTS

Building Virtual Worlds, ETC

Pittsburgh, PA

Game Programmer, Game Designer

Sep. 2021 – Nov. 2021

- Rapid prototyped and iterated 5 different theme AR/VR games and each of them lasts for 1-2 weeks
- Collaborated with producers, programmers, artists, and sound designers in an interdisciplinary team of 5
- Developed on multiple platforms including Oculus Quest 2, HTC Vive Tracker, HoloLens 2 with Unity
- Implemented programming content like player controller, animation, AI, user interface and scripting
- Designed various gameplay and interactions including puzzle-solving, Peking Opera mask painting, body tracking

A Day in The Life of a Girl, ETC

Pittsburgh, PA

Game Programmer, Game Designer

Oct. 2021 – Nov. 2021

- Designed and developed 2D interactive story game focusing on the relationship between LGBT community and their parents in 2 weeks with a team of 5
- Implemented narrative-focused gameplays which mimic or reveal main characters thoughts and actions with Unity

Hyacinth, Global Game Jam

Shenzhen

Game Programmer, Producer

Jan. 2019

- Rapid prototyped 2D puzzle game concerning childhood psychological trauma with Unity in 48 hours
- Organized the brainstorm, suggested the initial idea based on personal experience and inspired our team to design a game which better represents people with similar backgrounds
- Set up and leaded a team of 4, managed development process of the game as producer and team leader

Wizard Knight, Course Project

Hong Kong

Game Programmer, Game Designer

Nov. – Dec. 2018

- Developed 3D TPS game containing both single-player and online modes with 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

Sheng Qu Games

Shanghai

Game Designer Intern

Sep.2020 – May.2021

- Designed and balanced the character's movement system and combat AI, enemy combat AI, chatting system, backpack system, achievement system for a mobile MMORPG game *The World of Legend*
- Worked and collaborated closely with artists, programmers and other game designers
- Analyzed the needs of users and collected the users' playtesting feedback to optimize the gameplay

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