

WANG Bokang

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Portfolio: <http://www2.comp.polyu.edu.hk/~16097234d/index.html>

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EDUCATION

The Hong Kong Polytechnic University (PolyU)

Hong Kong

Bachelor of Science in Computing

Expected May 2020

- GPA:3.53/4.0
- Dean's Honours List (2018)
- Selected Subjects: Game Design and Development, Artificial Intelligence, Computer Networking, HCI, Data Structures, Discrete Mathematics, Calculus and Linear Algebra

PROJECTS

Hyacinth, Global Game Jam 2019

Shenzhen

Gameplay Programmer

Jan. 2019

- Developed Hyacinth, a 2D PC puzzle game in Unity on a team of 4 in 48 hours.
- Implemented various 2D gameplay mechanics and interactions in Unity individually.
- As the team leader, managed the development process of the game.
- Communicated, collaborated and iterated with artist, level designer and sound designer to improve gameplay experience and playtested with target audience.

Wizard Knight, Course Project for Game Design and Development

Hong Kong

Gameplay Programmer, Level Designer

Nov. – Dec. 2018

- Developed Wizard Knight, a 3D PC TPS game in Unity on a team of 5 in 4 weeks. The game contains both single player mode and multi-player online mode.
- Designed project on modular basis to reduce development cycles.
- As a programmer, implemented AI, UI, player's action, character's behavior and various gameplay mechanics.
- As a designer, designed, populated and iterated the levels and values of 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 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

- Worked on Lenovo intelligent Computing Orchestration (LiCO), a one-stop solution based on Lenovo's HPC cluster.
- Ran functional testing including feature testing, API testing, GUI testing and reported bugs to lead tester.

EXTRA-CURRICULAR EXPERIENCE

PolyU Chinese Mainland Students' Association

Hong Kong

Information Technology Subcommittee

Sep. 2016- May. 2017

- Organized 5 games' E-sports competitions with more than 100 participants.

SKILLS

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

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

LANGUAGES & INTERESTS

Languages: English (Fluent, IELTS-6.5), Mandarin (Native Speaker)

Interests: Hardcore game player for all platforms (PC, PS4, NS, mobile). Dark Souls, Dota Auto Chess, Bloodborne, The Legend of Zelda: Breath of the Wild, The Binding of Isaac: Rebirth, Just Dance, Hollow Knight, Watch Dogs, Florence, Beyond: Two Souls, Metal Gear Solid V: The Phantom Pain are some of my favorite games.

王博康

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学历

香港理工大学 (PolyU)

电子计算学理学士

香港

预计 2020 年 5 月毕业

- GPA: 3.53/4.0
- 院长荣誉名单 (2018)
- 主修课程: 游戏设计及开发, 人工智能, 计算机网络, 人机交互, 数据结构, 离散数学, 微积分及线性代数

项目经历

风信子, Global Game Jam 2019

深圳

游戏逻辑程序员

1. 2019

- 在 48 小时内使用 Unity 引擎开发了一款名为风信子的 2D 解密游戏。团队共有四人。
- 实现了多种 2D 游戏机制及交互设计。
- 作为队长管理并控制整个游戏的开发进展, 成功 48 小时内完成游戏开发。
- 与美术, 关卡设计师, 音乐设计师进行沟通, 协作与迭代以改善游戏体验。

巫师骑士, 游戏设计及开发课程设计

香港

游戏逻辑程序员, 关卡设计师

11. 2018 - 12. 2018

- 用四周时间使用 Unity 引擎开发了一款名为巫师骑士的 3D 第三人称射击游戏, 团队共有五人。游戏包含单人剧情模式和多人线上模式。
- 模块化设计了程序以减少开发周期。
- 作为游戏程序员, 实现了敌人 AI, UI, 玩家动作, 角色行为等多种游戏机制。
- 作为关卡设计师, 设计, 填充及迭代了单人模式的关卡及数值。

工作经历

祖龙娱乐

北京

实习开发测试员

7. 2018 - 8. 2018

- 对一款 MMORPG 手游《御剑情缘》进行功能性测试, 并将程序漏洞提交到数据库系统。
- 分析程序漏洞的严重程度及优先级并且根据要求复现程序漏洞。
- 编写每周测试报告以支持开发团队和测试团体。

联想集团 (企业业务组上海研发中心)

上海

实习软件测试员

6. 2018 - 7. 2018

- 对基于联想高性能计算集群的联想智能超算平台 (LiCO) 进行功能性测试并将测试结果报告给主测试员。
- 对 LiCO 进行了包括特征测试, API 测试, GUI 测试在内的多方面测试。

课外活动

香港理工大学中国内地学生协会

香港

资讯科技秘书助理

9. 2016 - 5. 2017

- 参与了 2017 年香港内地学生联校电子竞技大赛的筹办与宣传, 共有超过一百人参加。

技能

编程语言: C#, Python, Java, C, SQL, PHP, HTML, CSS

工具软件: Unity, Visual Studio, Microsoft Office, IntelliJ IDEA

语言水平及兴趣爱好

语言水平: 英语 (流利, 雅思 6.5 分), 普通话 (母语)

兴趣爱好: 全平台玩家 (PC, PS4, NS, 手机)。比较喜欢的游戏有黑暗之魂, 刀塔自走棋, 血缘, 塞尔达传说: 旷野之息, 以撒的结合: 重生, 舞力全开, 空洞骑士, 看门狗, Florence, 超凡双生, 合金装备 5: 幻痛。