Bokang Wang

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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: 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 led 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