

# Taiqi Wang

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Savannah, GA, USA

Game Programmer · Technical Designer

## Summary

- Passionate game programmer with 3 years of experience.
- Specializes in client/server gameplay logic, packaging, performance optimization.
- Strong team player who boosts productivity with plugins, tools, documentation.

## Education

### Savannah College of Art and Design — MA. Game Development

Sep 2024 - Nov 2025

- Relevant coursework: Unreal Engine 5, 3D Modeling with Maya & Substance Painter

### Dalian University of Technology — B.Eng. Biomedical Engineering

Sep 2016 - Jul 2020

- Relevant coursework: C++ programming, SQL databases, Linux systems.

## Skills

- Game Engines: Unity, Unreal Engine 5 (C++ & Blueprints)
- Programming Languages: C#, Lua, Python, C++, VBA, JavaScript, PHP
- Tools: SVN, Git, Perforce, ChatGPT (AI-assisted coding), Visual Studio
- Game Art Tools: Maya, Substance Painter, Photoshop, Video editing (CapCut)

## Work Exp

### KF Flooring Inc.

Web Developer

New York, NY

Apr 2024 - Jan 2025

- Built and maintained an internal web system for cabinet trading and shipping.
- Developed admin tools for order, inventory, and delivery management.

## Work Exp

### NetEase Games Inc.

Game Development Engineer

Guangzhou, China

Jun 2023 - Oct 2023

*"OASIS" - 3D mobile party game, similar to "Minecraft Bed Wars" and "Among Us".*

- Implemented gameplay systems such as friends, chat, combat, buffs, guild, etc.
- Optimized performance and device compatibility (UI & SDK), diagnosed crashes, and maintained iOS/Android UE build pipelines (packaging, signing, release).

Jun 2022 - Jun 2023

*"Minecraft" - mobile version of the 3D sandbox game, Mojang's partner in China.*

- Developed official mods and UGC features base on the Mod SDK.
- Extended the Python-based Mod SDK (inventory UI, logging, debugging tools).
- Handled performance, version maintenance, and mobile build & release.

## Work Exp

### Fancy Guo Games Inc.

Beijing, China

Game Development Engineer

Jun 2020 - Apr 2022

*"Dark Nemesis: Infinite Quest" - self-developed 3D top-down MMO mobile game.*

- Implemented gameplay systems, added data tracking and GM tools, and optimized performance across device models.