

Taiqi Wang

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Savannah, GA, USA

Game Programmer · Technical Designer · System Designer

Summary

- Passionate game developer with 3 years of experience.
- Specializes in gameplay programming, packaging, performance optimization.
- Strong team player who boosts productivity with plugins, tools, documentation.

Education

Sep 2024 - Nov 2025

Savannah College of Art and Design — M.A.

Master of Arts (M.A.) in Game Development

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

Sep 2016 - Jul 2020

Dalian University of Technology — B.Eng.

Bachelor of Engineering (B.Eng.) in Biomedical Engineering

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

Skills

- Game Engines: Unity, Unreal Engine 5
- 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

Apr 2024 – Jan 2025

KF Flooring Inc. New York, NY

Web Developer

- Built and maintained an internal web system for cabinet trading and shipping.
- Developed admin tools for order, inventory, and delivery management to support daily back-office operations.

Tech: JavaScript, PHP, HTML/CSS, MySQL, Excel (VBA), SVN

Work Exp

Jun 2023 - Oct 2023

NetEase Games Inc. Guangzhou, China

Senior Mobile Game Development Engineer

- “OASIS” – 3D mobile party game, similar to “Minecraft Bed Wars” and “Among Us”.
- Implemented client- and server-side logic for core systems such as friends, chat, combat, buffs, player housing, hub cities, dungeons, and UI framework.
- Optimized performance, device compatibility adaptation (UI, SDK), and crash diagnosis and fixes across a wide range of mobile devices.

- Collaborated with SDK, QA, and Operations teams to integrate internal SDKs and voice services.
- Built and maintained Unreal Engine mobile build pipelines for iOS and Android, including packaging, signing, and release builds.

Tech: Unreal Engine 4, C++, Lua, SVN, iOS/Android build & release

Jun 2022 - Jun 2023

Intermediate Game Development Engineer

- “Minecraft” – mobile version of the 3D sandbox game operated by NetEase in China as the official partner of Mojang.
- Developed official mods for the NetEase mobile version of Minecraft and supported other user-generated content (UGC) features.
- Contributed to the official Python-based Mod SDK, implementing systems such as the backpack interface, log storage, and UI debugging tools.
- Optimized performance, handled version maintenance, Git and packaging tasks, and fixed crashes across live builds.

Tech: C++, Python, Git, iOS/Android build & release

Work Exp

Jun 2020 - Apr 2022

Fancy Guo Games Inc. Beijing, China

Game Development Engineer

- “Dark Nemesis: Infinite Quest” – self-developed 3D top-down MMO ARPG mobile game, published overseas by ByteDance (TikTok) in Feb 2022.
- Implemented client- and server-side gameplay systems including abilities, dungeons, quests, guilds, team play, AI, skills, buffs, and player guide.
- Implemented data tracking, adapted the game for different device models, added GM tools/commands, fixed live issues, and optimized performance.
- Worked closely with the engine team to define feature requirements, write and execute test cases, and debug engine-related issues.

Tech: Lua, SVN, iOS/Android build & release