Taiqi Wang

Tel: +1 929-766-3555   Email：wtq3555@gmail.com
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 — M.A.

Sep 2024 - Nov 2025

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

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

Dalian University of Technology — B.Eng.

Sep 2016 - Jul 2020

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

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

Skills

- Game Engines: Unity, Unreal Engine 5 (C++ & Blueprints)
- Programming Languages: C#, Lua, Python, C++, JavaScript, PHP, VBA
- 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.   *New York, NY*

Apr 2024 – Jan 2025

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

NetEase Games Inc.   *Guangzhou, China*

Jun 2023 - Oct 2023

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" – the NetEase mobile version as Mojang's official partner in China.

- Developed official mods (Python) for the NetEase mobile version of Minecraft and supported other user-generated content (UGC) features.
- Contributed to the NetEase official Mod SDK (Python & C++ based), 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