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

Sep 2024 - Nov 2025

Savannah College of Art and Design — M.A. Game Development
- Relevant coursework: Unreal Engine 5, 3D Modeling with Maya & Substance Painter

Sep 2016 - Jul 2020

Dalian University of Technology — B.Eng. 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++, 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.   *Web Developer*   *New York, NY*
- Built and maintained an internal web system for cabinet trading and shipping.
- Developed admin tools for order, inventory, and delivery management.

Work Exp

Jun 2023 - Oct 2023

NetEase Games Inc.   *Game Development Engineer*   *Guangzhou, China*
"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

Jun 2020 - Apr 2022

Fancy Guo Games Inc.   *Beijing, China*
Game Development Engineer
"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.