

PGA Pro Tour Golf

[App Store Link](#)

Overview:

Cross-platform sports game developed for Apple Arcade (iOS, macOS, AppleTV). Delivered ahead of schedule, earning praise from Apple for quality and polish.

Role:

Lead Client Engineer

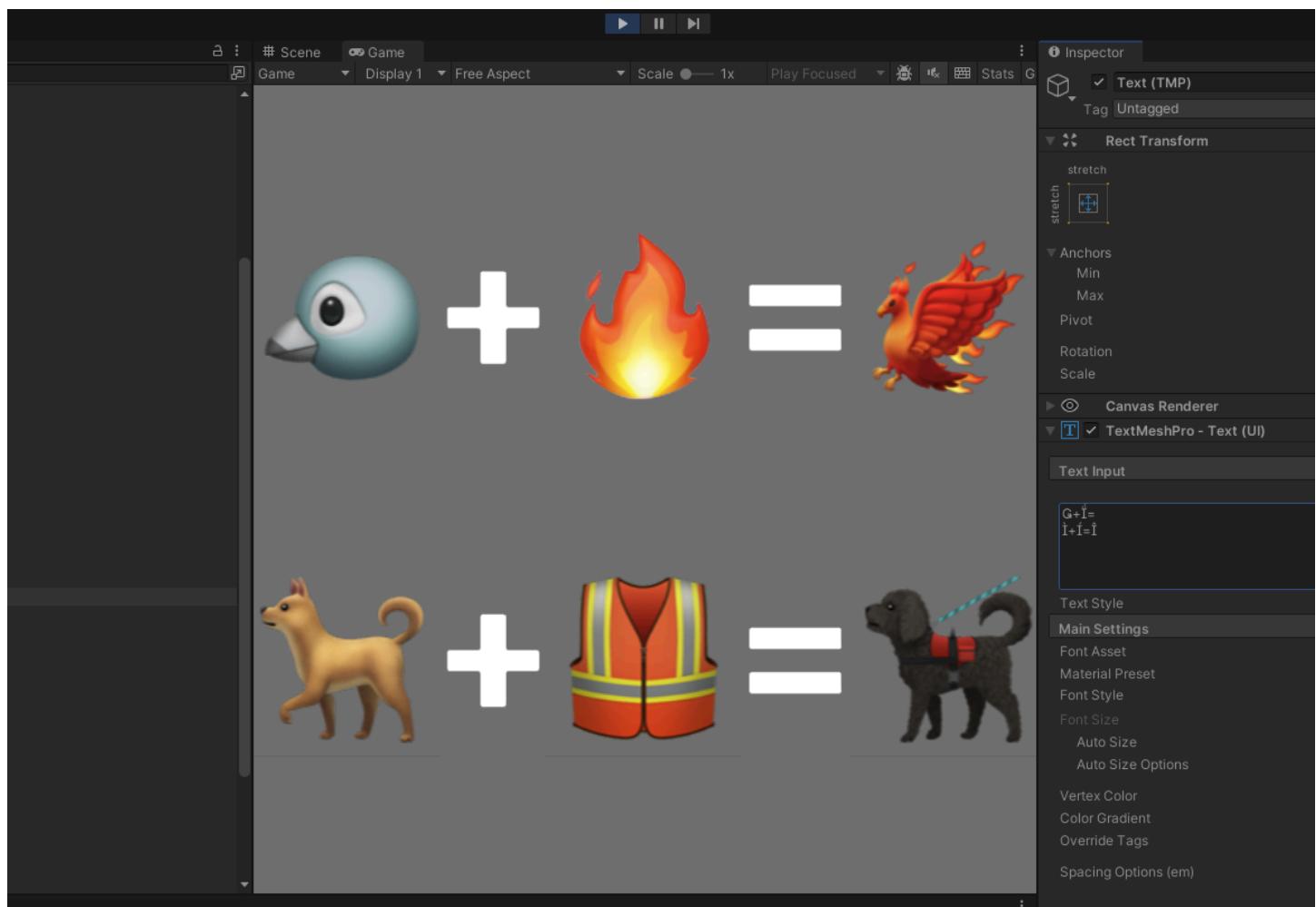
Key Contributions:

- Designed and implemented a custom **emoji rendering system**, dynamically combining system-native emojis and displaying them seamlessly in Unity at runtime.
- Rewrote and optimized the entire **UI codebase**, improving stability and consistency.
- Developed an **offline mode** and a **multi-event campaign mode**, expanding gameplay depth.

Impact:

Shipped months ahead of schedule, praised by Apple for exceeding expectations in polish and performance.

[Emoji System in Action]



Ultimate Golf

[App Store Link](#)

Overview:

Mobile golf game with **10M+ downloads** worldwide. Continues to be one of the highest-performing titles in its category.

Role:

Lead Client Engineer

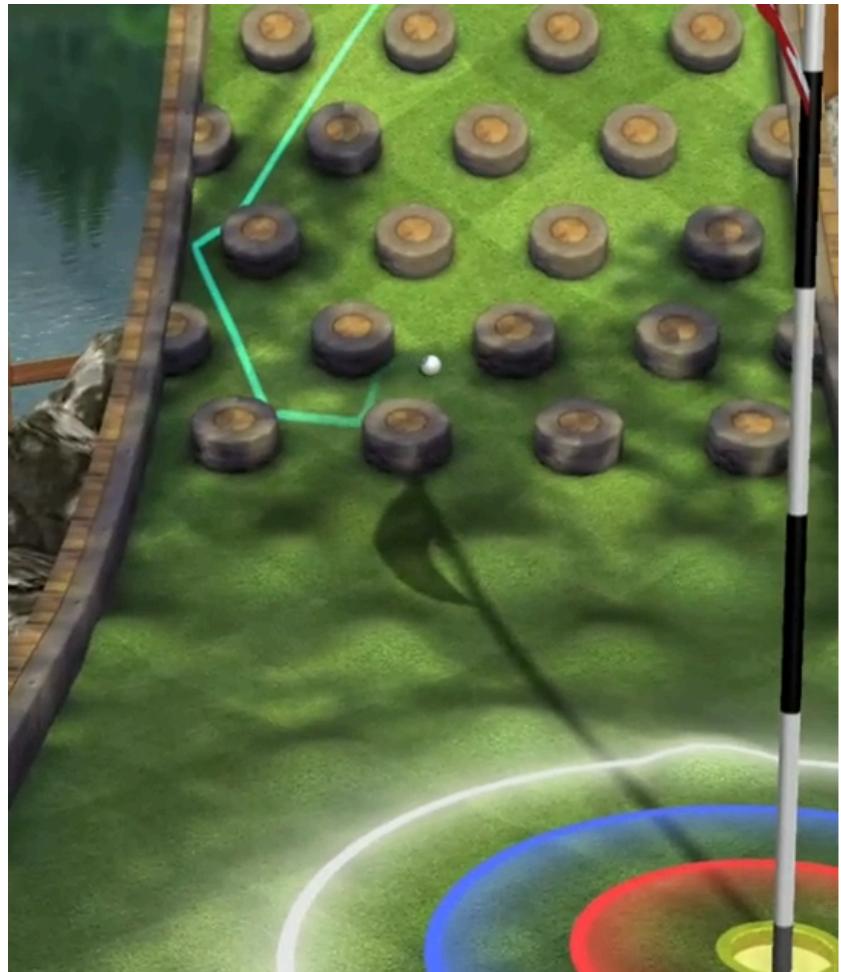
Key Contributions:

- Created a fully functional **Mini Golf game mode**, reworking the in-house physics engine to handle complex simulations.
- Designed and launched the **Guilds feature**, a massive system integrated into every game mode and supporting thousands of concurrent players.
- Implemented **Spectating mode**, allowing players and VIP users to watch opponents live.
- Co-developed a **Ball Collection system**, significantly increasing in-game revenue.

Impact:

Enabled new revenue streams and major feature launches that helped sustain the game's growth and player engagement.

[Mini Golf Mode]



King of the World

[Steam Store Link](#)

Overview:

Multiplayer real-time strategy game released on Steam. Designed to handle massive battles with **up to 120,000 entities at once.**

Role:

Unity Game Developer (Client & Server)

Key Contributions:

- Developed the entire game codebase, building both client and server systems from the ground up in Unity3D.
- Engineered a robust networking architecture, including a Lockstep Protocol with selective position syncing, combining UDP for high-frequency data and TCP for state synchronization.
- Built gameplay systems, UI, and backend logic to support large-scale RTS matches at unprecedented scale.

Impact:

Delivered a fully featured RTS game capable of handling massive online battles, achieving stable performance with tens of thousands of units per player.

[Large-Scale Unit Battle]

