KA WAI NG

(437) 661-0884 | Toronto, Ontario, Canada

Email: [ngkawai9886@gmail.com](mailto:ngkawai9886@gmail.com) | Portfolio: [ansonngg.github.io](https://ansonngg.github.io/) | GitHub: [ansonngg](https://github.com/ansonngg) | LinkedIn: [anson-ng-11145b206](https://www.linkedin.com/in/anson-ng-11145b206/)

Enthusiastic game developer experienced in working on “Tower of Saviors”, a long-standing game with an extensive codebase. Possessing a strong mathematical aptitude and proficiency in linear algebra, data structures and computer graphics. Seeking diverse technical positions in game development to gain varied experiences. Open to participating in game development or contributing to the creation of internal tools, including game engines.

**SKILLS**

**Programming** C/C++, C#, Java, JavaScript, Python

**API/Library** Node.js, OpenGL (GLSL), Open3D, OpenMP, PyTorch, Qt, React

**Software/Tool** Figma, Git, Jenkins, Jira, MongoDB, MySQL, Photoshop, Unity, Unreal Engine

**Languages** Cantonese (Native), English (Proficient), Mandarin (Proficient), Japanese (Intermediate)

**WORK EXPERIENCE**

**Mad Head App Limited** Hong Kong

*Programmer Jun 2022 – Jun 2023*

* Maintained and brought new features into the game “Tower of Saviors” using Unity and C#
* Collaborated with game designers and artists tightly to ensure the quality of the product
* Monitored players' feedback on social media for prompt improvements such as bugfixes and ability tuning
* Provided code architecture suggestions to senior team members and implemented impactful revamps, resulting in easier development for other team members

**Hong Kong Centre for Logistics Robotics Limited** Hong Kong

*Assistant Engineer**Aug 2021 - Jun 2022*

* Developed a computationally heavy software by using C++ and various geometry libraries such as Open3D
* Designed and implemented the GUI of the software using Qt, and integrated them with backend modules
* Implemented and optimized geometric algorithms provided by researchers, employing techniques such as multithreading and optimizing time complexity

**PROJECTS**

**Tower of Saviors** *Professional Project*

* A mobile puzzle RPG developed by Mad Head App Limited, which is popular in Hong Kong and Taiwan
* I implemented gameplay content, designed UIs for them, and created visual effects
* The visual effects were made by using the resources provided by artists, writing shaders and utilizing particle system
* I also undertook code architecture revamps to facilitate easier development, maintenance, and broader support for features

**Operation: Apocalypse** *Personal Project*

* A 3D first-person shooter computer game, where there is a variety of weapons and items for players to collect and use, made by a group of three people with Unity
* Has only one but complete level with boss fight at the end
* I designed and constructed the level, implemented UIs, and provided coding support

**Visiting the Alien** *Personal Project*

* A mini game written in C++ with OpenGL that controls a spacecraft to visit aliens
* Contains several techniques such as light rendering, normal mapping, object instancing, etc.
* The light rendering follows the Phong illumination model

**EDUCATION**

**The Chinese University of Hong Kong** Hong Kong

*Bachelor of Science in Mathematics Sep 2017 – Jul 2021*

Stream: Enrichment Stream and Computational and Applied Mathematics Stream

Minors: Computer Science, Japanese Language