Yen-Liang, Lin

GAMEPLAY PROGRAMMER

CONTACT

(425) 326-0875

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SKILLS

LANGUAGES: C, C++, C#, Python, Java

ENGINE/TOOLS: Custom Engine, Unity, UE4, Git

SOFTWARE: Visual Studio, Android Studio, Eclipse, Qt

ACADEMIC PROJECTS

ROLE: ENGINE/GAMEPLAY PROGRAMMER Fall.2018–present

LightYear | CUSTOM ENGINE (C++, Python) TEAM SIZE: 4

3D Action Tower defense game

- Implemented ECS engine architecture
- Designed scripting engine and embedded Python as scripting language
- Built octree for space partitioning to reduce collision pairs
- Implemented GJK and EPA algorithm for collision detection
- Designed the gameplay and game mechanics for the game and wrote GDD

ROLE: GAMEPLAY/ AI PROGRAMMER Spring.2018

Magieval | CUSTOM ENGINE (C++) TEAM SIZE: 3

2D Top-down battle royale game

- Built a simple audio engine using DirectXTK
- Implemented A* pathfinding in grid-based map
- Implemented combat and bag/inventory systems
- Developed a finite state machine AI architecture and simulated player behavior

ROLE: AI PROGRAMMER Spring.2018

AI Project | Unity (C#) TEAM SIZE: 2

- Prototyped RTS style resource gathering and tower building game
- Implemented hierarchical task network planning for AI behavior

ROLE: GAME PROGRAMMER Fall.2017

CrazyBomby | CUSTOM ENGINE (C++) SOLO

2D Top-down bomber-man game

- Built a component-based engine with event delegation and object factory.
- Implemented graphics and 2D animation using OpenGL.
- Implemented 2D simple physics behaviors and collision detection

ROLE: PROGRAMMER Fall.2017

3D Graphics | OpenGL (C++) SOLO

- Implemented graphics pipeline with shaders
- Added spot light and shadows to show realism
- Implemented skydome with texture

ROLE: PROGRAMMER Feb.2015–Jan.2016

Interactive Performance Using Wearable Device: Technology and Innovative Application | Android Studio (Java), Unity (C#) SOLO

- Integrated Android Studio and Unity project
- Developed application for Moto360 to send data detected by motion sensor to Android application through BLE
- Simulated arm action by analyzing acceleration and orientation in Unity

EDUCATION

MASTER OF SCIENCE IN COMPUTER SCIENCE Graduation: May.2019

DIGIPEN INSTITUTE OF TECHNOLOGY, REDMOND, WA

BACHELOR OF SCIENCE IN COMPUTER SCIENCE June.2016

NATIONAL CHENGCHI UNIVERSITY, TAIPEI, TAIWAN