

Yifei Han

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HIGHLIGHT

- Self motivated study type
- Passion for problem solving
- Team player

EXPERIENCE

Game Developer Era Diabetes (internship) Jun 2017 – Now

- Developing individual mini-games on *PlayCanvas* to be put into the mobile application for Diabetes children.
- Cooperating with other colleagues to solve technical issues.

Back-end Developer 8868.cn (internship) Jun 2016 – Aug 2016

www.8868.cn is a mobile game trading platform aiming at Android clients.

- Participated in back-end managing webpage development(Java+SQL).
- Developed the website for all staff in this company to access and(or) modify data. Updated webpages to accomplish goals suggested by other department such as customer services.
- Functionality testing and debugging.

EDUCATION

McMaster University, Hamilton, Canada 2013 – Present

Bachelor of Software Engineering(Game Design)

Currently in 4th year of a 4-year program, planning on graduating in 2018.

PROJECTS

Connect Four Game - Java Jan 2015 – May 2015

- Implemented a Connect Four game in Java in a team of five students.
- Developed two different modes which allows users to play against human opponent or an AI.
- Used the MVC design pattern for this project to enhance controllability.
- Established and implemented the controller logic.

Conway's Game of Life - C++ Sept 2015 – Oct 2015

- Used C++ OpenGL/GLUT to program a tool for users to play a conway game of life, a cellular automation game.
- Used GLUT to create drop down menu and OpenGL to deal with screen processing.

Simple Modeller - C++ Oct 2015 – Nov 2015

- Used C++ OpenGL/GLUT to program a modeller for users to place different 3D models like cube, sphere, teapot.
- Used GLUT to create drop down menu and OpenGL to deal with screen processing.

(for more projects and detailed please visit my github website)

PERSONAL SITES AND SOCIAL NETWORK

Personal website:

<https://breaddyhan.github.io/>

LinkedIn:

www.linkedin.com/in/yifeihan

Github:

<https://github.com/breaddyhan>

SKILLS

Script Language

Matlab, C++, Java,
Python, SQL, JavaScript,
HTML, CSS, OpenGL

Software

LaTeX, Microsoft Office(Excel,
PowerPoint, Word..), Premier,
After Effect, Maya, AutoCAD

Development

Software Development Life
Cycle(SDLC),
Unified Modelling
Language(UML) in project
developing,
MVC design pattern,
Database Management
System(DBMS), Git

Languages

English
Chinese Mandarin
Cantonese