Yifei Han

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SUMMARY

I am a forth year Software Engineering(Game Design) student in a 4-year program. Currently I am looking for intern and coop related to my major. I am also taking my capstone now. In a group of 5 we are using Tombstone(C++) as a game engine to develop a first person shooting game. Capstone will be finished before summer 2017.

EXPERIENCE

Jun 2016 – Aug 2016   **Back-end Developer** 广州聚好玩信息科技有限公司

广州聚好玩信息科技有限公司(www.8868.cn) is a mobile game trading platform aiming at Android clients. During my internship, I was working in the back-end-developing group.

- Participate in back-end managing webpage development(Java+SQL).
- This webpage is developed for all staff in this company to access and(or) modify data. Therefore the webpage needs to accomplish goals suggested by other department such as customer services and so on.
- Functionality testing and debugging.

EDUCATION

2013 – Present   **McMaster University, Hamilton, Canada**
Bachelor of Software Engineering(Game Design)

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

PROJECTS

Jan 2015 – May 2015   **Connect Four Game** - Java

Implementing a Connect Four game in Java. The game has two different modes which allows user to play against opponents including AI(designed). Our group used the MVC design pattern for this project, and I established and implemented the controller logic.

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

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

Sept 2015 - Nov 2015   **Terrain Modeling** - C++

Using C++ OpenGL to implement a 3D terrain. I used a 2x2 sub-array height-map to represent four corners of a quad strip and used finite number of quad strip to display this terrain. The terrain is randomly created and intractable(A user can bump up and down on the terrain anywhere). To make the terrain more presentable, I used different colour to render the terrain according to height-map.

More project information is located on personal website and Github pages.

PERSONAL SITES AND SOCIAL NETWORK

Personal website:
https://breaddyhan.github.io/
(in progress)

linkedIn:
https://www.linkedin.com/in/yifei-han-308b63a0/

Github:
https://github.com/breaddyhan

SKILLS

Script Language
Matlab, C++,
Java, python

Software
LaTex, Microsoft office,
Premier, After Effect, Maya

Development
Software Development Life Cycle,
Unified Modelling Language(UML) in project developing,
MVC design pattern

Languages
English
Chinese Mandarin
Cantonese

CURRENT COURSES

- Software Testing
- Software Architecture with Android app project
- Capstone(developing FPS game in game engineTombstone)
- Scientific Computation
- Computer Networks and Security