

# Colin Fang

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## EDUCATION

Western University - Class of June 2022

Bachelor of Science Major in Computer Science, Minor in Game Development

## SKILLS

Languages C++, C#, Java, GML, Python, HTML, CSS, Javascript

Tools Unity, Gamemaker Studio 2, Atom, Eclipse


## EXPERIENCE

Bank of Montreal

Jan. 2020 — Apr. 2020

*Software Development Specialist Intern — Payment Systems Team (Java) North York, Ontario*

- Designed a program that takes input from a text file, applies translation logic and outputs it into an MQ queue in Java.

 **Canada Revenue Agency** [colin-fang.github.io/Tax-page/tax.html](https://colin-fang.github.io/Tax-page/tax.html)

May 2020 — Mar. 2021

*Developer (C#)*

*Remote*


- Created a 2D top-down game that helps introduce students to taxes and benefits in Unity.
- Designed and built interactive levels and dialogue using tilesets and hitboxes.
- Implemented backend tax calculations and player controls.

## PROJECTS

 **2D Top Down RPG (C#)** <https://colin-fang.github.io/Green-page/index.html> Sep. 2020 — Dec. 2020

*A 2D game where you control a character and swing your sword to defeat enemies.*


- A personal project which I programmed to learn a character controller, scene transitions, camera movement, 2D physics, enemy AI, scriptable objects, a signal based observer system and an inventory system.

 **Dart Tag (C#)** <https://colin-fang.github.io/Tag-page/index.html>

Oct. 2021

*A 3D third person shooter that puts you against an enemy AI in a timed tag game.*


- Combined a first person shooter and third person character controller.
- Designed the terrain, UI, menu and adjusted the bullets to trigger who is "it".

 **AutoBattler (C#)** <https://colin-fang.github.io/FOTT-page/index.html>

Nov. 2021

*A 2D autobattler game that allows you to purchase units to fight an enemy army.*

- Programmed a grid based system with pathfinding and developed the game mechanics.

 **Dog Walker 2077 (C#)** <https://github.com/colin-fang/Dog-Walker-2077>

Jan. 2022 - Mar. 2022

*A 2D side scrolling platformer*

- Utilized pathfinding code to control both allies and enemies to attack each other without input from the user to create a soft tether effect.
- Worked in a small team using Slack, Github and Jira to efficiently collaborate weekly.

 **Deforest City (C#)** <https://github.com/colin-fang/Deforest-City>

Sept. 2021 - May. 2022

*A 3D AR game that seeks to replicate the physical world in a more forested state.*

- Collaborated in a small team using Slack, Github and Jira and consulted clients regularly.
- Iterated over and readapted an improved game design based on client's request and vision.
- Architected signal based inventory system using scriptable objects to transfer data between scenes in the backend.