Colin Fang 

Straight Connector 9

EDUCATION

Western University - Class of June 2022

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

SKILLSStraight Connector 9

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

Tools Atom, Eclipse, Gamemaker Studio 2, Unity

EXPERIENCEStraight Connector 9

BMO 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.

CRA May 2020 — Mar. 2021

*TaxMaster (C#) Remote*

* Created a 2D top-down game that helps introduce students to taxes and benefits in Unity. I designed and built interactive levels and dialogue using tilesets and hitboxes. I also implemented backend tax calculations and player controls.
* Prototype can be found at *colin-fang.github.io/Tax-page/tax.html*

PROJECTSStraight Connector 9

Syndra Imitation (GML) https://colin-fang.github.io/Syndra-page/syndra.html Jun. 2019 — Aug. 2019

* A 2D game that replicates and expands on a character from League of Legends.
* Designed a character with animations and mouse-click based movement using sprite animation and mouse input detection.
* Programmed a set of robust and interactive character abilities using collisions, alarms and vectors.

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.

Fruit Ninja Imitation (C#) https://colin-fang.github.io/Fruit-page/fruit.html Sept. 2021

* A small demo that imitates the popular Fruit Ninja game with 2D character and blade sprites.
* Utilized the 3d physics engine and object instantiation to produce the fruit tossing and cutting effects.

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