

Minxu(Jack) Huang

Contact

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Key Skills

C++, JavaScript, Java,
C#, HTML, and CSS.

Unity Engine, Unreal Game
Engine, Swift, Android Studio,
Trello, Slack, Visual Studio,
Github, Godot.

Cantonese, Mandarin.

Projects

2019 October – 2020 May

Farmed & Dangerous

- Unreal Engine 4 C++ and Blueprint Scripting.
- Top-Down, 3D, RTS, PVP.
- Designed and programmed game mechanics.
- Found and fixed bugs.
- Outline main storyline

2020 April – 2020 August

Return Home

- Unity Engine, C#
- A 3D isometric environment with 2D sprites
- Each death creates a ghost AI on the map.
- Created items, AI behaviors, Inventory system, and UI

2019 November – 2020 April

TearDevil

- Unreal Engine 4 C++ and blueprint Scripting.
- Top-Down Beat 'em up.
- Developed basic AI and destructible objects.
- Produce introduction story

2019 November – 2020 February

PenguinPopUp

- HTML5, JavaScript, and CSS Scripting.
- Designed visual and game loop.

2019 May – 2019 September

Hell of a Boss

- Unity Engine and C# Scripting.
- Implemented dialog system, shop, interaction, general game mechanics, and quests.

2019 January – 2019 April

Havoc Highway

- Unity Engine and C# Scripting.
- Programmed scrolling background, sprite outline, fish AI, warning arrow.

2018 January – 2018 April

RoboBecomeHuman

- Unreal Engine 4 C++ and blueprint Scripting.
- 2.5D Shooter Co-op.

- Coded character selection, player movements.
- Designed level with AIs

2018 January – 2018 April

Stalker

- Unity Engine and C# Scripting.
- Horror VR.
- Programmed AI movement and sense.

2018 September – 2018 December

Broken Spaces

- Unity Engine and C# Scripting.
- First Person Turn Base RPG.
- Programmed Turn Base Combat System.

Education

George Brown College
Ontario College Graduate
Certificate Digital Design- Game
Design Toronto ON
2019-2020

George Brown College Ontario
College Advanced Diploma Game
Programming Toronto ON
2016-2019

Experience

2019 - 2020

Game Developer • Penguin Pickup

- Developed a Web page game with a small team of artists and programmers.
- Responsible for the visuals design and game mechanics.

2019

Game Programmer • Nocturnal Knights, Toronto ON

- Implemented gameplay features.
- Improved existing code.
- Worked with others to develop a game called Havoc Highway

2018

Fundraiser • Public Outreach, Toronto ON

- Raised awareness of CamH and its services
- Secured donations that were provided by donors.

Interests

- Video Games
- Music
- Food
- Movies

References

Available upon request