# Enhao Tan

## Software Engineer

> " Chasing the magic of simplicity and joy. "

Tribute to Nintendo's philosophy

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**Address**
Copenhagen, Denmark

### Socials

**Github**
enhaohaotan

**Linkedin**
enhao-tan

**Discord**
@haohaotan

**Instagram**
@enhaohaotan

### Languages

**Chinese** — Native

**English** — Fluent

**Danish** — Medium

**Japanese** — Basic

### Hobbies

Video Game · Nintendo Switch · PS5 · Steam · Pokemon · Splatoon · Zelda · Mario · Animal Crossing · Working Out · Swimming · PingPang · Cooking · Language Learning · Reading · Drawing · Movies

## Summary

Dedicated software engineer with a Bachelor's and ongoing Master's in Computer Science. Experienced in solving complex programming problems and delivering optimized software solutions. Open to roles in game development or software engineering, with a long-term vision of contributing to impactful and innovative projects.

## Experience

**Sep 2024 – Dec 2024** 📍 Copenhagen
Game Programmer
**DADIU**

I worked as a programmer in a 15-member team with diverse roles, including designers, artists, audio specialists, and programmers, from universities across Denmark. Together, we developed a game, and I contributed by implementing mechanics and optimizing performance, enhancing my skills in collaboration and game development.

**Jul 2024 – Sep 2024** 📍 Copenhagen
UI/UX Designer
**ElmMetric**

I designed the UI and UX for ElmMetric, a SaaS platform developed by a start-up team that leverages AI to analyze invoices. My primary focus was creating a modern UI and user-friendly interactions across the platform's pages. This project allowed me to craft intuitive workflows that simplify complex tasks, and deliver a seamless user experience.
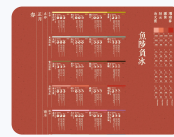
## Latest projects

### Beastly Bites
An RPG game inspired by Chinese stories, player needs to defeat the food monsters.

thimh.itch.io/beastly-bites

### Zhongguo Colors
A Chinese traditional color website, provides interactive color selection.

enhaohaotan.github.io/zhongguo-colors

### Lost in the Frost
A walking game, player is a mama fox looking for items for her baby in a frozen forest.

kaaaaaaaaaarl.itch.io/lost-in-the-frost

### Splash & Spray
Inspired by Splatoon2, a clicking interactive game based on pure OpenGL and C++.

youtu.be/HqNa7qJDqRw

More on my portfolio website

## Education

**Københavns Universitet**
Master of Science in Computer Science
Sep 2023 – Jun 2025

**Beijing University of Posts and Telecommunications**
Bachelor of Engineering in Intelligence Science and Technology
Spe 2019 – Jun 2023

**IT-Universitetet i København**
Selective courses about games
Jan 2024 – Jun 2024

**Danmarks Tekniske Universitet**
Master thesis project
Jan 2025 – Jun 2025

## Skills

### Development

C# · Unity · Shader · C++ · Unreal · Computer Graphics · Java · Softwear Engineering · Python · AI · Next.js · React.js · HTML · CSS · JavaScript · Git · Database · Network · Linux · Docker

### Design

Figma · Game Design · UI / UX Design · Blender · Design Patterns