

# Felix Guo

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🏠 felixguo.me « 📄 github.com/fg123

## SKILLS >

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**Programming** C#, C++, Java

**Game Design** Unity, XNA, SFML

**Web** HTML5, CSS, Javascript, jQuery, PHP, MySQL

**Limited** Python, Racket (Scheme), Obj-C

## EXPERIENCE >

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### Inkpad Studios (Mobile Gaming Startup)

VANCOUVER, BC

Game Developer

NOV. 2014 - APR. 2016

- Sole developer of Pedal Panic, a top-down tilt-controlled cycling game, working with Unity, Java and C#
- Implemented all parts of the game structure, including an audio manager for Unity, a randomized terrain generator, parallax scrolling for the background, and ads with 3 different ad mediators for both interstitial ads and rewarded ads on Android
- Coordinated weekly meetings with game design, graphic artist, and sound artist teams to ensure task deadlines were met based on the Agile methodology

### Wish Youth Network Society

VANCOUVER, BC

Director of IT » wishyouthnetwork.org

JUN. 2015 - PRESENT

- Developed and currently managing website for Wish Youth Network Society, a non-profit organization
- Built using frontend Bootstrap with animate.css, and backend with PHP and MySQL
- Created custom blog management system to allow other members to create and update blog posts with proper data serialization to prevent SQL injection

## PROJECTS >

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### Lumen Astrum

Turn Based RTS Game

OCT. 2012 - PRESENT

- Created with Unity for the primary game visuals, C# for backend processing
- Implemented A\* distance heuristic path finding and breadth first searching for a hexagonal grid
- Multiplayer networking implemented using Lidgren to transmit live data packets during gameplay for unit movement and attacks
- Developed custom OOP data serialization/deserialization to transmit each unit or structure's attributes as packets

### Multiplayer Tetris

It's multiplayer Tetris!

OCT. 2016

- Created with SFML and C++, with multiplayer capabilities using SFML's UDP networking libraries
- Used rotational matrices to map out piece rotations and live prediction to show the "ghost piece," a graphic that indicates where the current block will end up if hard dropped
- Implemented custom Textbox and Button UI classes for use in SFML for the main menu UI

### Come Play For Me

Freelance Website Design » comeplayforme.com

SEPT. 2015

- Developed using Bootstrap with backend PHP and MySQL for a senior client with no computer experience
- Developed simple backend content management system for easy updating of content, as well as multiple data entry safeguards to ensure data appears the way the client intended

## EDUCATION >

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University of Waterloo and Wilfrid Laurier University

2016 - 2021 (EXPECTED)

Bachelors of Computer Science and Business Administration