Felix Guo

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SKILLS >

Programming	C#, C++, Java	**Web**	HTML5, CSS, Javascript, jQuery, PHP, MySQL
Game Design	Unity, XNA, SFML	**Limited**	Python, Racket (Scheme), Obj-C

EXPERIENCE >

Inkpad Studios (Mobile Gaming Startup) Vancouver, BC
Game Developer Nov. 2014 - Jun. 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 >

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 >

University of Waterloo and Wilfrid Laurier University 2016 - 2021 (Expected)

Bachelors of Computer Science and Business Administration