Felix Guo

University of Waterloo
(+1) 226-600-9117 | felix.guo@uwaterloo.ca | felixguo.me

Introduction

I am a Double Degree student at the University of Waterloo, with experience in game and web development, seeking a challenging position where I can contribute to your company.

Summary of Skills

- Programming: C#, Java, C++, Python
- Game Design: Unity, XNA, SFML
- Web: HTML, CSS, Bootstrap, Javascript, PHP, MySQL
- Fluent in English, Mandarin and Cantonese

Work Experience

Inkpad Studios   2014 - 2016
Developer

- Start-up company based in Vancouver creating mobile games
- As the lead developer, I worked in C#, Java and Unity to create Pedal Panic.
- Weekly meetings with business, game design, graphic artists and sound artist teams to meet the needs and deadlines of the current gaming industry

Projects

Wish Youth Network Society   2015 - Present
Director of IT

- Developed and is managing website for Wish Youth Network Society, a non-profit organization employing frontend Bootstrap with animate.css, and backend with PHP and MySQL. http://wishyouthnetwork.org/

Lumen Astrum   2012 - Present
Side Project

- A turn based RTS game in Unity and C# with networking using the Lidgren library.
- Implemented A* pathfinding and breadth first searching for a hexagonal grid.

SFML Multiplayer Tetris   2016
Side Project

- Created a Tetris game using C++ and SFML, with a multiplayer option using SFML's UDP networking libraries. The project files can be found on GitHub.

Come Play For Me   2015
Freelance Website

- Developed http://comeplayforme.com/ as a freelance project for a private piano teacher in Vancouver using Bootstrap with backend PHP and MySQL.

Education

University of Waterloo   Waterloo, ON
Computer Science and Business Double Degree   2016 - Present