

# Shiaw-Rong Lin

Software Engineer

(814)777-1877 - shiawronglin@gmail.com - [www.shiawronglin.com](http://www.shiawronglin.com) - Toronto, Canada

Motivated and hardworking Software Engineer ready to become a vital member of the next team I join. Working with a strong understanding of data structures and algorithms and complex problem-solving skills.

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## PROFESSIONAL EXPERIENCE

### **BLACK BANSHEE STUDIOS, FULL SAIL UNIVERSITY, FL, UNITED STATES**

Game Developer, Oct 2021 – April 2022

- Developed dialogue system, control scheme, level scripting, and more on Escape the Unknown, The Loneliest Artist, You Deserve a Seat at The Table, Space Hopper, and Dino Hopper.
- Enhanced performance by bug fixing for different titles in studio for quality control.
- Performed playtest on developing games for quality assurance.
- Attended studio game jam and created Kaboom, Pizza Sniper, Trailer Game in Unity, and Your Princess Intervention in Unreal Engine 5

### **PLANTSIST, TAIPEI, TAIWAN**

Game Director/Project Manager, Sept 2020 - Sept 2021

- Directed design and development for a plant-related educational simulation game on mobile using Unity, Azure, and Azure PlayFab.
- Designed levels, world story scripts, UI elements and game mechanics to immerse player into game world with attachment to game characters.
- Construct systems and linkage to database as foundation and expanded upon systems with detailed mechanics and game features for gameplay.
- Managed a team of ten personnel with different discipline to cooperate with each team to build an undisclosed application.
- Introduced Agile-Kamban using ClickUp to strengthen management process and detail for different teams.
- Advised different teams to set up documentation and meeting standards to improve communication and reduce confusion.

### **CELLEC GAMES, FULL SAIL UNIVERSITY, FL, UNITED STATES**

Game Developer, May 2019 - Mar 2020

- Programmed player movements, physic design, player skills, and UI functions for Holier and Though with Unity and published on Google Play Store.
- Implemented dialogue system, quiz system, and player-NPC interaction for Your Human is Sick using Unreal Engine 4 and published on Steam. In early stages of development, researched proper and correct information to integrate into gameplay and verify dialogue scripts.

## EDUCATION

### **Full Sail University, Orlando, FL**

Master of Science, Game Design, April 2022

- Lead designer for game mechanics and level design for “Chrono Co.” a time manipulation 2D Scroller.
- Designer for game mechanics and level design for “EFR” a round based strategy escape game.

### **The Pennsylvania State University, State College, PA**

Bachelor of Science, Information Sciences and Technology: Information Context, Dec 2018

- French and Francophone minor
- Lead coder and designer for group project, used java to create “Penn State Mini Game”

## SKILLS

- **Programming Languages:** C#, Java, Python, C++, MySQL, Swift, HTML
- **Tools:** Unity, Unreal Engine 4 & 5, GitHub, Azure, PlayFab, Jira, ClickUp
- **Language:** Native Mandarin, Fluent English, Intermediate French