Xuan Chen

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Personal Information

An undergraduate student with the Computer Game Development Certificate, and did few different internship jobs, such as a programmer, a game tester and marketing specialists in different game companies. Proven as a success player, partner and teammate in the past projects. Touched Unity3D as game engine, developed few unofficial games.

I will finish my last University course on the end of Dec.2017.

Technology Summary

Programming: JS, C, C++, C#, SQL, Python, PHP.
Software: MS Office Suite (Access, Word, Excel, PowerPoint, Project), 3DSMAX, Photoshop, Unity3D, Monodevelop, Laravel, SQL Workbench.
Systems: Linux, Windows

Professional Experience

- **Part time job** (last 4 years): Getting a good talking skill with using English language, and easy to communicate with people, working with a lot of people but never had serious argument.

- **Red Accent Studio Company Internship Programmer (May.2015 – September.2015):**
In this job I learned basic programming system with an online running game.
What I did in this internship job:
- Build a beginning prototype of a new game, programming in Unity
- Testing the game bug, writing correct bug report
- Programming in linux system by using the shell
- PHP programming to build a back administrator manager page with Laravel frame.

- **Unity Technology Marketing Specialist (July.2016 – Dec.2016):**
In this job I was not hired as a technical programmer, but a marketing specialist.
What I did in this internship job:
- Translate the update log for every new version of Unity3D.
- Translate the technical essays or technical blogs wrote from our engineers and publish it.
- To run the communication system for all Unity users.
- Working with large activities such as ChinaJoy 2016, and Vision VR/AR Summit 2016.
- Keep an eye on the whole industry and know the newest trends for whole game industry.

- **Tuli Technology Product Manager (Jan.2017 – Aug.2017)**
It is my friend's company, and it is a start up company. Therefore, we didn't have a formal job title for me, but I would like to name my self as a product manager.
- I was invited to help my friend to design the IT product, which is a ERP project, and I wrote the User book and Index of it. Furthermore, as a start up company, I would give some discussion and advise to my friend.

Team Project Experience

- “The Last Stand”: A mod game made by NeverWinterNight engine.

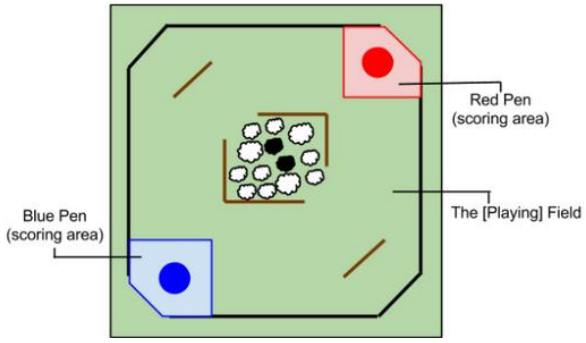
- Board Games: “Sheep Battle”, “Cat vs Rat”, and “Dragon Conquest”

Setup

Players must first setup the board by placing the sheepdogs (Red and Blue) in their starting positions, as shown below. Sheep are placed in the middle in the following order:

- Black sheep are in the centre.
- Big sheep surround the black sheep.
- Small sheep surround the big sheep on the outside.

There are two staff types available for each player to afford different preferences or play styles. They differ only in the size and strength of their magnets. One has a larger magnet but is weaker, and the other has a smaller magnet but it is stronger. Both work *equally* well as a staff and one does not afford *any* advantage over the other. Players may test either staff out just prior to playing to see which one they like best.



Dragon Conquest

Overview

In Dragon Conquest, three players play the role of adventurers, and one player plays the role of a dragon. Throughout the game, the adventurers are concerned with navigating a treacherous dungeon, competing with one another over the bounty of the dragon that inhabits it; and, the dragon is concerned with killing all the dungeon invading adventurers in an attempt to protect its lair.

Components

- 40 action cards
- 24 dungeon cards
- 4 character miniatures
- 40 health tokens
- 8 status tokens

Setup

1. Each player decides on the character they want to be.
2. Each player takes the miniature corresponding to their character.
3. Each player takes the set of 10 action cards corresponding to their character, shuffles them, and places them face down in front of them.
4. Each player takes the number of health tokens equal to their character's total health.
5. Arrange the dungeon cards into 4 rows of 6 cards.
6. The dragon player places their miniature on a dungeon card on one far side of the dungeon, and each adventurer places their miniature on a dungeon card on the opposite side of the dungeon that is not in the same row as the dragon:

D					
					A1
					A2
					A3

Valid

					A2
D					
					A1
					A3

Valid

D					A1
					A2
					A3

Invalid

Round Overview

Each round consists of four phases:

1. Draw phase
2. Action phase
3. Resolution phase

Materials

- Game board
- 6 distinctly colored unit marker sets
  - 60 one-unit markers (small wheel-shaped beads)
  - 32 five-units markers (polyhedral beads)
- 30 Witchcraft cards
- 10 Attribute cards
  - 5 Cat Attribute cards
  - 5 Rat Attribute cards
- 1 “Join the Reserves” Cube
- 5 “Towns I Occupy” cards
  - 5 index cards with squares numbered 1-23
  - 6 large wheel-shaped beads (colors correspond to unit markers)
- 2 six-sided dice
- 2 turn tokens
- Bag of spare unit markers

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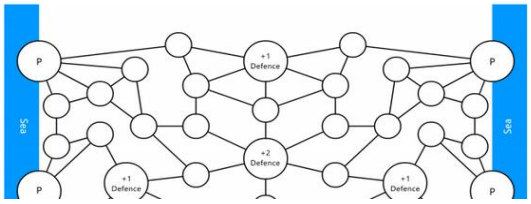
The Game Board

The game board is a symmetrical approximation of a small Italian peninsula. There are **Towns** and a **Sea** that runs along three edges of the board. **Solid lines** that connect Towns are **roads**. Some towns have special markings which will be touched upon later.



- 3D Art Work: “A day in Peru” made by 3DS MAX

- “Zodiac Racers”: A race game made by Unity3D engine.

- Crowd Scene Detection and Simulation –Using Face detecting algorithm and Unity3D engine to simulate the scene in Unity Engine.

Fig 6. The color based on direction + track clean up

- **Improvement for moving code in Unity**

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Result

We took several videos from LRT churchil station and use Haar Cascade to analyze it. The error still exist but the percentage for error rate is much lower compare to last year’s project.

As the Fig. 7 shown, the detection will automatically follow the moving black pieces which is a person is walking into the center area of the station. In same time, all the other people are not moving so the detection is not able to track them.

Fig 7. The Haar Cascade Object Detection

After few seconds, the other people are moving. The object detection found all the moving objects between frames and match them together. However, the first error also exist. Because all the people were wearing the black clothes, once they seperated they body a part, the object detection would define that as two seperated objects, but it may combine two different object together since their pixels are way to close to each other in 2D frames. As Fig. 8 shown, a person’s foot are seperated as a independent object from object detection, and in same time, the square gets bigger because the object detection combined the people on the right together into the square.

Fig 8. The first error exist in Object Detection

Some more self introduction

- I like numerical things, especially in games. Therefore, I did learn something out of school, such as how to set up a good daily job circle for players to keep them online everyday
.
- I don't have a real game design experience yet, but I would like to rate it as a challenge.

- I do have work experiences, so I know how to work in a formal company. I accept any extra work time if it is necessary. I am able to work under high pressure and boring environment.

- I know how to respect people, and how to communicate with workmates correctly.

- I like to learn anything I don't know, especially game related.

- My Programming skill is not super good, but I do touch a lot of different programming languages, and make sure it is enough for me to work as a game designer.

Education

UNIVERSITY OF ALBERTA-- Edmonton, AB | **BS in General Science, Major Computer Science,** Minor in Mathenmatics, 2012.

Related Courses Taken

1, (CMPUT 250: Computers & Games) Final Grade: A

2. (INTD 325: Game Design Principles and Practice) Final Grade: B+

3. (CMPUT 350: Advanced Games Programming) Final Grade: D+

4. (INTD 450: Computers AND Games) Final Grade: B+

5. (STS 350: History of Video Games) Final Grade: C

6. (CMPUT307: 3D Graphic Animation 3DS MAX) Final Grade: B

7. (CMPUT414: Intro to Multimedia Technology) Final Grade: B+