Kevin **Wang**

SOFTWARE ENGINEER · GAME ENGINE DEVELOPER
London, United Kingdom

✉ enter@kevinwang.space | 🏠 www.kevinwang.space | ⬛ kevinmore | ⬛ huanxiangwang

Summary

4+ years experience as an AR studio engine developer, 5+ years experience in the game industrial, with strong 3D math and related game dev skills. Able to write cross-platform codes and debug on mobile platforms. Enjoy working in a team environment on a shared code base. Self-motivated, committed, creative and passionate about taking challenges and learning cutting-edge techs.

Work Experience

Zappar   *London, UK*

AR GAME ENGINE DEVELOPER   *Jul. 2016 - Present*

- Developed robust 3D model and image processing systems to load all popular and modern file formats, making the AR studio more accessible.
- Integrated Sketchfab API, allowing developers to download contents directly from Sketchfab. User base was increased dramatically.
- Implemented a modern physically based rendering pipeline. Added real time dynamic lighting and shadow to increase reality.
- Implemented a dynamic UTF-8 font rendering approach, making it more friendly for non-Latin languages.
- Integrated Bullet Physics API into the AR studio, allowing users to create and experience physical interactions.
- Wrote cross-platform engine codes on Windows, MacOS and Linux. Optimized app performance on iOS&Android.
- Collaborated with product managers and 3D artists, provide customized shaders and tailored tech opinions.
- Worked closely with tech support team to deliver new features and provide solutions on the developer forum.
- **C++, OpenGL ES 2.0, WebGL, GLSL, TypeScrip, Go Language, Git**

Veemee   *Edinburgh, UK*

R&D GAME DEVELOPER   *Nov. 2015 - JUL. 2016*

- Using Unity engine, individually developed and launched two mobile games into Google Play store.
- Built in-house multi-threaded tools for converting models to and from fbx formats, increasing the efficiency for managing 3D assets.
- Leveraged character physics knowledge and developed a ragdoll system for virtual characters that were used in a number of games.
- **C++, C#, Unity3D, Qt, Android**

Havok   *Dublin, Ireland*

SOFTWARE ENGINEER   *Aug. 2013 - May. 2014*

- Implemented in-house GUI tools for 3D assets and image processing, providing the team with a more efficient way of managing files.
- Contributed to developing a mobile game engine. Participated in code reviews with other team members on a regular basis.
- Collaborated with the QA team to create detailed, comprehensive and well-structured test plans for military simulation apps.
- **C++, Python, Qt**

Education

Trinity College Dublin   *Dublin, Ireland*

M.SC. IN COMPUTER SCIENCE   *2014 - 2015*

- Developed own game engine as a playground for course assignments, covering topics as real time rendering, animation and physics.
- Research topic on CUDA snow simulation and volume rendering in virtual reality using an raycasting approach.

Dublin Institute of Technology   *Dublin, Ireland*

B.SC. IN COMPUTER SCIENCE   *2011 - 2013*

- Won the 1st prize of final year project contest among all graduates by developing a physics simulation app using Orge3D and Havok.

Harbin Institute of Technology   *Harbin, China*

B.SC. IN COMPUTER SCIENCE   *2009 - 2011*

Other Skills & Hobbies

- Interested in network security, ethical hacking, reverse engineering topics. Have a working knowledge of various operating systems and practical experience of hacking environments and tools, such as Kali Linux, Metasploit Framework, etc.
- Passionate about Machine Learning technologies, able to write robust Python code, create and train model using TensorFlow framework.
- Enjoyed applying game theory to Poker. Long term winner of cash games, online and live.