Changsong Mao

Mobile: +46 0729123323   Email: eromougasennsei@gmail.com   Address: Stockholm, Sweden

Portfolio: https://maochangsong.github.io/portfolio/

Professional Experience

Streiff Studio – Gameplay Programmer Intern   **Sweden**
- Used Unreal Engine and C++ language.   2022.2-2022.4
- Made a complete horse-riding system in the project.
- Used **SVN** for version control.

Subfrost Interactive AB – Game UX Researcher   **Skövde, Sweden**
- Conducted meticulous quantitative experiments for enhancing the level design and   2021.10-2022.1
  difficulty curve of the game, **Cobots**.
- Researched Nintendo's Eshop market and user demographics in each region to
  developed a pricing strategy for **Cobots** on Nintendo Switch platform.

Ubisoft – Gameplay Programmer Intern   **Chengdu, China**
- Worked on **Rabbids: Party of Legends**.   2020.7-2020.8
- Employed C++ from a more professional standpoint and made contributions to the
  implementation of gameplay.
- Used **Snowdrop Engine** developed by Ubisoft.
- Used **Perforce** for version control.

Education

University of Skövde - Master of Informatics   **Skövde, Sweden**
- Game Development   2021.9 – 2023.6

Technical University of Cologne - Exchange programme   **Cologne, Germany**
- Digital Game (Game Programming Direction)   2022.9 – 2023.2

Communication University of China - Bachelor of Engineering   **Beijing, China**
- Digital Media Technology (Game Technology Direction)   2017.9 - 2021.6

Main Projects

Countdown World   **Made with UE4**

Worked as: Gameplay Programmer, Technical Artist, UI/UX, Level Designer, Composer, Technical Audio

Trailer video: https://youtu.be/w1auU2495Zo   *Itch.io page:* https://csmao.itch.io/countdown-world
- Implemented the whole gameplay programming, UI programming and materials, achieved a polished and complete game.
- Dived into sound design area and learnt to use **Wwise** to integrate fitting sound elements.
- Used **Perforce** for version control.

Guns Out   **Made with Unity**

Worked as: Gameplay Programmer, UI/UX

Trailer video: https://youtu.be/ZvLeZ_A_Wes   *Itch.io page:* https://csmao.itch.io/gunsout
- Implemented the whole gameplay programming, UI programming for this game.
- Used **Mirro** and **Steamworks** to integrate the networking features in this game.
- Meticulously developed this multiplayer first-person shooter (FPS) game in Unity.

Disco Dispute   **Made with Unity**

Worked as: Gameplay Programmer, UI/UX

Gameplay video: https://youtu.be/2h_YbaObnCc
- Implemented the whole gameplay programming, UI programming for this game.
- Integrated music rhythm with gameplay mechanics and animations.
- Developed an **editor tool** for designers to efficiently customise the skills.

Skills

C++   C#   Unreal Engine   Unity   Wwise   Maya   HTML 5