Mei Yee Do

Graduate Gameplay Programmer | 3 years of Making Games

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Introduction

An enthusiastic and organised game developer nearing graduation from the Computing for Games course at Falmouth University with a passion for game design techniques. Committed to developing engaging and innovative game mechanics that captivate players across diverse genres. I am eager to learn and enhance my skills by embracing new challenges and experiences within the gaming industry.

Key Skills

Soft and Transferable Skills

- Teamwork
- Communication
- Time Management
- Organisation
- Analytical Thinking
- Problem Solving
- Critical Thinking
- Self-Initiative
- Creativity
- Adaptability
- Leadership

Programming Languages

- C# (5 years)
- C++ (2 years)
- Python (3 years)
- HTML
- SQL

Game Engines, APIs and Frameworks

- Unity (3 years)
- Unreal Engine 5 (UE5) (2 years)
  - including Blueprints
- OpenGL (1 year)
- Windows Forms (2 years)

Other programming-specific skills

- Agile
- Quality Assurance
- OOP
- Version Control (3 years)
  - Using Fork

Projects

AI and Combat Programmer

Daydream Studios
September 2024 – Current

- Utilised a variety of in-engine tools and systems, including animation blueprints, state machines and the enhanced input system in UE5
- Implementing and improving enemy AI using NavMesh and behaviour trees
- Integrated player attack combos and a shield mechanic with a durability system
- Enhanced the movement to immerse the player in playing as a young, playful girl
- Used Agile alongside version control to manage the workflow of the project
- Provided technical expertise to the team's designer to guide them in using the engine and prototype features that enhance each level
- Worked together with one of the concept artists to implement UI features and layout UI assets to look clean and visually appealing
- Worked with the audio designer to integrate sound effects in the game using the FMOD plugin

Gameplay Programmer

Deathcap Studio
September 2023 – May 2024

- Used OOP principles and inheritance to integrate the mechanics in Unity C#
- Created an exciting boss fight with three different attacks
- Collaborated with the UI designer to create visually pleasing and robust UI systems
- Implemented visual effects using particle systems and UI elements to enhance the world we were building
- Created a save and load system to transfer between levels for our game

Education

Falmouth University

Computing for Games (BSc)
September 2022 – Current

- Written a dissertation about context steering, a framework for smoothing AI movement
- Created a graphics simulation of the Aurora Lights in OpenGL using C++
- Completed a prototype of a boss fight in UE5 using Blueprints and C++, alongside UE'S optimisation and profiling tools
- Practised Agile in collaborative and solo work by applying Scrum techniques throughout my course
- Maintained multiple university projects from other modules regularly using version control
- Honed my programming proficiency by continuously testing, debugging, and profiling my work to refactor the code accordingly

Alongside my studies, I am also currently a **course and department rep** for the computing subject area, which involves additional responsibilities, including:

- Leading and communicating with other computing reps to provide advice and support with the student rep process
- Surveying, collating, and raising verbal and written feedback from my peers on the course
- Ensuring the smooth running of rep meetings by writing up agendas for rep meetings to adhere to
- Organising meetings with other course reps and lecturers as part of the course improvement process
- Managing my time between collating feedback from my peers and other course reps, whilst working on my other modules

Brockenhurst College

Qualifications: A-Level Computer Science, Maths and Electronics, EPQ
September 2020 – June 2022

- Learnt C# programming and OOP principles in computer science
- Developed problem-solving and analytical skills in maths and electronics
- Wrote a video game story as part of my EPQ:
  - Self-managed a project involving developing an artefact and writing an essay simultaneously
  - Wrote a script for my artefact that would appear as dialogue within a video game
  - Created a physical storyboard to support my artefact
  - Managed my time and workload between the EPQ and my other A-Levels

References

References are available on request.