Mei Yee Do

Graduate Gameplay Programmer | Game AI Enthusiast | 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. 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

- C# (5 years)
- C++ (2 years)
- Python (3 years)
- Unity (3 years)
- Unreal Engine 5 (UE5), including Blueprints (2 years)
- OpenGL (1 year)
- Quality Assurance
- OOP
- Agile
- Teamwork
- Communication
- Time Management
- Organisation
- Analytical Thinking
- Problem Solving
- Critical Thinking
- Self-Initiative
- Creativity
- Adaptability
- Leadership

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 into playing as a young, playful girl alongside my other responsibilities
- Used agile alongside version control to manage the workflow of the project

Gameplay Programmer

Deathcap Studio
September 2023 – May 2024

- Used OOP principles 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 add to the world we were creating
- Created a save and load system to transfer between levels for our game

Education

Falmouth University

Computing for Games (BSc)
September 2022 – Current

- Writing 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 both Blueprints and C++, alongside optimisation tools
- Made use of Agile in team projects and solo work throughout my course

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

- Leading the rest of the computing reps
- Collecting verbal and written feedback from my peers
- Writing up agendas by collating all the feedback for rep meetings to adhere to
- Having meetings with other course reps and lecturers to improve the course and department

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
    - Created a physical storyboard to support my artefact
    - Managed my time between the EPQ and my other A-Levels

References

References are available on request.