Nigel Chao

Software Engineer & Game Designer

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SUMMARY

- 2+ years of experience in software engineering with formal training in game design.
- Collaborative and adaptive in a fast-paced, culturally diverse startup environment.
- Global experience across Asia and Europe - polyglot in English, Mandarin, Cantonese, Portuguese, basic Swedish.

PROFESSIONAL EXPERIENCE

Software Engineer | Repli5   2022 - 2024

- Developed 15+ features using Python for WorldGenerator, a Blender add-on that automates the creation of 3D environments by working in diverse domains such as Backend, UI, Technical Writing, and DevOps.
- Drove over 100+ Scrum ceremonies, fostering a culture of collaboration and continuous improvement.
- Improved team velocity by streamlining Scrum processes, resulting in higher-quality output.
- Reformed and drove the UI team, integrating the UI more closely with development processes by setting weekly meetings to continuously improve the user experience, workflow and interface for upcoming features.
- Streamlined build and deployment processes by scripting automation for various build stages, including artifact creation and deployment across environments using Google Cloud and Bitbucket Pipelines.
- Ensured timely deliveries by collaborating with stakeholders to align product goals and manage expectations.
- Maintained the sprint and product backlog by assisting the product manager and the team in defining sprint goals, user stories, and acceptance criteria.

PROJECTS

Level Designer | "Scarab Descent"   2024

- Blocked out a playable map from start to end for a Single Player FPS Metroidvania inspired by Hollow Knight and Metroid Prime which includes backtracking and non-linear levels.
- Implemented player abilities using Blueprints in order to create a playable Metroidvania experience.

EDUCATION

University of Gothenburg

Master's in Computer Science, Major in Game & Interaction Design (Thesis)

- AR Mobile Game (Unity): 2-Player physics game, explode enemy fortresses made of blocks.
- Agile Dev. Processes (Node.js): Web app focused on following agile processes in a team of 9.

Bachelor's in Computer Science, Major in Software Engineering & Management (Thesis)

- Cyber-Physical Systems (C++): Docker microservices for a mini-vehicle to handle traffic situations.
- Distributed Systems: Dependency Visualizer of project code, run on 5 separate physical systems through LAN.

SKILLS

- Full Stack Development
- Software Architecture
- Embedded & Real-Time Systems Dev.
- Game & System Design
- Prototyping & Iteration
- DevOps and CI/CD
- Agile methodologies

TECHNOLOGIES

- **Programming**: Python, C#, C/C++, Java, JavaScript, Bash, Blueprints
- **Version Control**: Git, Perforce, Plastic SCM
- **Collaboration Tools**: Miro, Figma, Jira, Notion, Trello
- **Game Engines**: Unity, Unreal Engine
- **3D Modeling**: Blender
- **Containerization**: Docker
- **Databases**: SQL, NoSQL(MongoDB)