Nigel Chao

Software Engineer & Game Designer

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PROFESSIONAL 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.
- Improved documentation maintenance by automating user documentation generation through scripts and tooling to dynamically pull in key data from the codebase.
- Doubled development speed of multiple features by contributing in architectural redesigns.
- 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.
- Fostered a culture of collaboration and continuous improvement by driving over 100+ Scrum ceremonies.
- Improved team velocity by streamlining Scrum processes, resulting in higher-quality output as well.
- Ensuring 20% of team concerns and stakeholder issues were addressed weekly by establishing a feedback loop.
- 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.
- Integrated the UI more closely with development processes by re-forming and driving the UI team, setting weekly meetings to continuously improve the user experience, workflow and interface for upcoming features.
- Engaged in 5+ product demos for clients, eliciting actionable feedback that led to a reduction in reported issues.
- Reduced user frustration by 40% for multiple features by working closely with the UI Designer to align constraints, designs, and address constructive feedback.

EDUCATION

University of Gothenburg		Graduated
Master's in Computer Science, Major in Game & Interaction Design	Thesis	2022
Bachelor's in Computer Science, Major in Software Engineering & Management	Thesis	2020

PROFESSIONAL SKILLS

Core Skills

- Software Architecture
- Embedded System Development
- Game & System Design
- Prototyping & Iteration
- DevOps and CI/CD
- Agile methodologies

Technologies/Software

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