

# 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.
- Reformed and drove the UI team, integrating the UI/UX of 13+ features more closely with development processes by setting 50+ weekly meetings to continuously improve the 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, non-linear levels, and a final boss.
- 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.
- Arcade Game Engine (C++): Recreated the Tron (1982) Light Cycle minigame from scratch in SDL.
- 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.
- VR game (Unity): Designed to teach players the intricacies of recycling.

## SKILLS

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