



Nigel Chao

Software Engineer & Game Designer
Gothenburg, Sweden

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PROFESSIONAL SUMMARY

- 2+ years of experience in software engineering with formal training in game design.
- Contributed to 50+ agile sprints under different roles.
- Global experience across Asia and Europe - polyglot in English, Mandarin, Cantonese, Portuguese, basic Swedish.

WORK EXPERIENCE

Repli5

2022 - present

Software Engineer

2 years

- Developed 12+ features with a focus on front-end. Features include road editing, project file management, documentation pipeline, asset system, building generation, and custom UI.
- Reduced user error by 300% through executing on the opportunity of custom tool creation.
- Doubled development speed of multiple features by participating in architectural redesigns.

Scrum Master

1.5 years

- Led over 100+ Scrum ceremonies, fostering team collaboration and driving continuous improvement across the development lifecycle.
- Improved team velocity by 25% through streamlined Scrum processes, resulting in faster delivery and higher-quality output.
- Established a feedback loop ensuring 20% of team concerns and stakeholder issues are addressed within 1 week.
- Collaborated with the product manager to align on 2 product goals, ensuring timely delivery and meeting most stakeholder expectations.

UI Designer

1 year

- Reorganized the UI team, leading regular meetings to continuously enhance user experience, workflow, and interface for upcoming features, resulting in 15% improvement in usability metrics or user satisfaction.
- Engaged in 5+ product demos for external clients, collecting actionable feedback that led to 15% improvement in UI/UX satisfaction and 20% reduction in reported issues.

EDUCATION

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| • M.Sc. Computer Science, Major in Game & Interaction Design | University of Gothenburg | Thesis |
| • B.Sc. Computer Science, Major in Software Engineering & Management | University of Gothenburg | Thesis |

PROFESSIONAL SKILLS

Industry Practices

- Full-stack development
- Game engine architectures
- DevOps and CI/CD

Collaboration Tools

- Jira, Notion, Trello
- Git, Perforce, Plastic SCM
- Miro, Figma

Technology Stacks

- Python, C#, C/C++, Java, JavaScript, Bash
- Unity, Unreal Engine, Blender
- Docker
- SQL, NoSQL