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.
- 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.

WORK EXPERIENCE

Repli5 — 2022 - Present

Software Engineer — 2022 - Present

- Developed 12+ features with a focus on front-end on WorldGenerator, a product which automates the creation of 3D worlds for simulation. Features included road creation, asset system, documentation, and custom UI.
- Doubled development speed of multiple features by participating in architectural redesigns.
- Greatly reduced user error by executing on the opportunity of custom tool creation.

Scrum Master — 2023 - Present

- Drove over 100+ Scrum ceremonies, fostering a culture of collaboration and continuous improvement.
- Improved team velocity by 25% through streamlined Scrum processes, resulting in 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 product goals and manage stakeholder expectations to ensure timely deliveries.

UI Designer — 2023 - Present

- Drove the UI/UX of the product by re-forming the UI team, setting weekly meetings to continuously improve the user experience, workflow and interface for upcoming features, resulting in greater user satisfaction.
- Engaged in multiple product demos for external clients, eliciting actionable feedback that led to a 20% reduction in reported issues.
- Worked closely with another UI Designer to align constraints, designs, and provide constructive feedback.

EDUCATION

University of Gothenburg

M.Sc. Computer Science, Major in Game & Interaction Design	Thesis	2020 - 2022
B.Sc. Computer Science, Major in Software Engineering & Management	Thesis	2017 - 2020

PROFESSIONAL SKILLS

Industry Practices

- Software Design & Architecture
- 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