Chi Hong (Nigel) Chao - Graduate in Game Design & Technology

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EDUCATION

University of Gothenburg

Gothenburg, Sweden

M.Sc. Game Design and Technology, Major in Interaction Design

2020 - 2022

- Master Thesis: Rules of Thumb for Environmental Storytelling in RPGs
- 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.
- **3D Animation (Blender):** Sound Design, Modeling, and Animation to tell a story of growth.
- Agile Dev. Processes (Node.js): Web app focused on following agile processes in a team of 9.

B.Sc. Computer Science, Major in Software Engineering and Management

2017 - 2020

- Bachelor Thesis: Evaluating the Trade-offs of Diversity-Based Test Prioritization
- **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.

Yonsei University

Seoul, South Korea

Academic Exchange Programme

2019

VR game (Unity): Designed to teach players the intricacies of recycling.

Hvitfeldtska Gymnasiet

Gothenburg, Sweden

2014 - 2017

International Baccalaureate

B.Sc. Course Highlights:

- Software Analysis, Design & Architecture
- Software Quality and Testing
- Data Management
- Startups and Industrial Software Product Management

M.Sc. Course Highlights:

- Gameplay Design
- Game Engine Architecture
- Computer Graphics
- Expression with 2D Animation 1

WORK EXPERIENCE

University of Gothenburg

Teaching Assistant 2018 - 2019

SKILLSET

- Programming: C/C++, C#, Java, Javascript, HTML, CSS, Python
- Technologies: Docker, Node.js, Vue.js, OpenCV, MongoDB
- Tools: Trello, Diagramming Tools
- Game Engines: Unity, Unreal Engine
- Version Control: Git, Plastic SCM

Miscellaneous Programs:

- Krita
- Blender
- Figma
- Miro

- Languages: English, Mandarin, Cantonese
- Interests: Animations, High Effort Spicy Memes