

# Chi Hong (Nigel) Chao - *Game Developer, Software Engineer*

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## WORK EXPERIENCE

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### Repli5: *Software Engineer*

2022 - Present

- Software development in Bash and Python for Blender.
- Keeping a close eye on the project management system, updating them when necessary.
- Participated in software process improvements.

### University of Gothenburg: *Teaching Assistant*

2018 - 2019

- Provided pedagogic support to students and assisted teachers with grading.

## EDUCATION

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### University of Gothenburg

*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

*Academic Exchange Programme*

2019

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

### Hvitfeldtska Gymnasiet

*International Baccalaureate*

2014 - 2017

#### B.Sc. Course Highlights:

- Software Analysis, Design & Architecture
- Embedded & Real-Time Systems Development
- Requirements and User Experience
- Startups and Industrial Software Product Management

#### M.Sc. Course Highlights:

- Gameplay Design
- Game Engine Architecture
- Computer Graphics
- Digital Innovation

## SKILLSET

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| <ul style="list-style-type: none"><li>▪ <b>Programming:</b> C/C++, C#, Java, Javascript, HTML, CSS, Python</li><li>▪ <b>Technologies:</b> Docker, Node.js, Vue.js, OpenCV, MongoDB</li><li>▪ <b>Tools:</b> Jira, Trello, Diagramming Tools</li><li>▪ <b>Game Engines:</b> Unity, Unreal Engine</li><li>▪ <b>Version Control:</b> Git, Plastic SCM</li></ul> | <b>Miscellaneous Programs:</b> <ul style="list-style-type: none"><li>▪ Krita</li><li>▪ Blender</li><li>▪ Figma</li><li>▪ Miro</li></ul> |
|---|---|
- **Languages:** English, Mandarin, Cantonese
  - **Interests:** Animations