

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

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WORK EXPERIENCE

Repli5: *Software Engineer*

2022 - Present

- Software development and refactoring in Python for Blender.
- Advocating for software development process improvement.

University of Gothenburg: *Teaching Assistant*

2018 - 2019

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

EDUCATION

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

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