

Chi Hong (Nigel) Chao - *Student 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 - Present

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

2017 - 2020

Yonsei University

Seoul, South Korea

Academic Exchange Programme

2019

Hvitfeldtska Gymnasiet

Gothenburg, Sweden

International Baccalaureate

2014 - 2017

WORK EXPERIENCE

University of Gothenburg

Teaching Assistant

2018 - 2019

SKILLS

▪ Skillset:

Game Design & Development
Game Engines — Unity
Programming — Java, Python, C/C++, C#
AR/VR Game Development
Gameplay and UX Analysis
Task Management — Trello
Agile Project Management
Documentation Tools

Full Stack Software Development
Web & Desktop Development
Computer Vision
Software Analysis and Architecture
Embedded Systems
App Containerization
Version Control

▪ Languages:

English, Mandarin, Cantonese