

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

- **AR Mobile Game (Unity):** A 2 player physics game where players explode fortresses made of blocks.
- **Arcade Game Engine (C++):** Recreated the Tron (1982) Light Cycle minigame from scratch in SDL.
- **3D Animated Short (Blender):** Participated in Sound Design, Modeling, and Animation to tell a story of growth.
- **Agile Web Development:** Fictional amusement park 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 mini-vehicles to handle traffic situations.
- **Distributed Systems:** Dependency Visualizer of Java projects designed to run on 5 separate physical systems.

Yonsei University

Seoul, South Korea

Academic Exchange Programme

2019

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

Hvitfeldtska Gymnasiet

Gothenburg, Sweden

International Baccalaureate

2014 - 2017

WORK EXPERIENCE

University of Gothenburg

Teaching Assistant

2018 - 2019

SKILLS

- **Programming Languages:** Java, Javascript, HTML, CSS, Python, C/C++, C#
- **Documentation Tools:** Trello, Diagramming Tools
- **Game Engines:** Unity
- **Version Control**

Other Skills:

- Gameplay Analysis
- Software Analysis and Architecture
- Software Quality and Testing
- Embedded Systems Development

Miscellaneous Programs:

- Krita
- Blender
- Figma
- Miro

- **Languages:** English, Mandarin, Cantonese

- **Interests:** Animations, High Effort Spicy Memes
- **Favorite Games:** Beat Saber, Jubeat, House of the Dying Sun, Apex Legends, Dishonored, Mirror's Edge, Sekiro, Advance Wars, NFS: Carbon