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.
- **Arcade Game Engine (C++):** Recreated Tron Lightcycle minigame with an SDL game engine.
- **3D Animated Short (Blender):** Modeled, and animated various elements to tell a story.
- **Agile Web Development**: Fictional amusement park web app focused on following agile processes.

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**

General 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, Finding Spicy Memes