

# Chi Hong (Nigel) Chao - Student in Game Design & Technology

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## EDUCATION

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### University of Gothenburg

Graduation June 2022

*M.Sc. Game Design and Technology, Major in Interaction Design*

*Gothenburg, Sweden*

- Game Development Project: Empathetic Puzzler
- Game Engine Architecture: Tron(1982) Replica
- Gameplay Design

### University of Gothenburg

Aug 2017 - June 2020

*B.Sc. Computer Science Major in Software Engineering and Management - GPA - 3.85*

*Gothenburg, Sweden*

- Cyber Physical Systems
- Thesis: Evaluating the Trade-offs of Diversity-Based Test Prioritization: An Experiment

### Yonsei University

Aug - Dec 2019

*Academic Exchange Programme*

*Seoul, South Korea*

- Product-Service System Design

### Hvitfeldtska Gymnasiet

Aug 2014 - June 2017

*International Baccalaureate - 34 Points*

*Gothenburg, Sweden*

- English / Design Technology / Visual Arts HL : Grade 5/6/6
- 7th Subject: Music Composition SL: Grade 5

## WORK EXPERIENCE

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### University of Gothenburg

6 Months

*Teaching Assistant*

- Graded assignments and exams with teachers.
- Provided pedagogic assistance to students.

## SKILLS & INTERESTS

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### Skills:

#### Game Design & Development

Game Engines(Unity)

#### Research

Object-oriented Programming (Java, C/C++, C#)

Gameplay and UX Analysis

Agile Project Management

Version Control

#### Full-Stack Software Development

Web Development (MEVN Technology Stack)

Computer Vision (OpenCV)

Software Analysis and Architectural Design (UML)

Software Quality and Testing (TDD)

Embedded Systems(Arduino, Raspberry Pi, Docker)

UX Prototyping

### Languages:

English, Mandarin, Cantonese

### Interests:

Video Editing, Animations

### Fun facts:

I consider the International Baccalaureate to be more difficult than University in terms of workload.