Chi Hong (Nigel) Chao - *Graduate 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 - 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
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*

Software Engineering & Management B.Sc. Courses:

- Mathematical Foundations
- Object-Oriented Programming
- Requirements and User Experience
- Data Management (Databases)
- Data Structures and Algorithms
- Web and Mobile Development
- Embedded & Real-Time Systems Development
- Startups & Industrial Software Product Management
- Research Methods in Software Engineering
- Software Analysis and Design
- Software Quality and Testing
- Software Architecture
- Software Development Methodologies (Agile)
- Project: Team Programming
- Project: Systems Development
- Project: Distributed Systems Development
- Project: Product-Service System Design
- Project: Cyber-Physical Systems

Game Design M.Sc. Courses:

- Introduction to Game Research
- Requirements Engineering
- Gameplay Design
- Information Visualization
- Computer Graphics
- Game Engine Architecture
- Expression with 2D Animation 1   (Uppsala Uni.)
- Digital Innovation   (Umeå Uni.)
- Project: Agile Development Processes
- Project: Game Development
- Project: Interactive Storytelling & Digital Moviemaking
- Project: Tech. Driven Experimental Gameplay Design

WORK EXPERIENCE

University of Gothenburg
Teaching Assistant *2018 - 2019*

SKILLSET

— **Programming:** C/C++, C#, Java, Javascript, HTML, CSS, Python

— **Game Engines:** Unity, Unreal Engine

— **Version Control:** Git, Plastic SCM

Tools:	Technologies:	Misc. Programs:
— Diagramming Tools	— Docker	— Krita
— Microsoft Excel & Word	— Node.js	— Blender
— Google Docs & Sheets	— Vue.js	— Figma
— Trello	— OpenCV	— Miro

OTHER

— **Languages:** English, Mandarin, Cantonese

— **Interests:** Animations, High Effort Spicy Memes

— **Favorite Games:** Sekiro, Jubeat, House of the Dying Sun, Apex Legends, Dishonored, Mirror's Edge