



Nigel Chao

Software Engineer & Game Designer
Gothenburg, Sweden

Mobile: (+46) 702 911 623
Portfolio: niguelchaos.github.io
E-mail: niguelchaos@gmail.com
Linkedin: linkedin.com/in/nigel-chao/

PROFESSIONAL SUMMARY

- 2+ years of experience in software engineering with formal training in game design.
- Collaborative and adaptive in a fast-paced, culturally diverse startup environment.
- Global experience across Asia and Europe - polyglot in English, Mandarin, Cantonese, Portuguese, basic Swedish.

WORK EXPERIENCE

Repli5 2022 - Present

Software Engineer 2022 - Present

- Developed 12+ features with a focus on front-end on WorldGenerator, a product which automates the creation of 3D worlds for simulation. Features included road creation, asset system, documentation, and custom UI.
- Doubled development speed of multiple features by participating in architectural redesigns.
- Greatly reduced user error by executing on the opportunity of custom tool creation.

Scrum Master 2023 - Present

- Drove over 100+ Scrum ceremonies, fostering a culture of collaboration and continuous improvement.
- Improved team velocity by 25% through streamlined Scrum processes, resulting in higher-quality output.
- Established a feedback loop ensuring 20% of team concerns and stakeholder issues are addressed within 1 week.
- Collaborated with the product manager to align product goals and manage stakeholder expectations to ensure timely deliveries.

UI Facilitator 2023 - Present

- Drove the UI/UX of the product by re-forming the UI team, setting weekly meetings to continuously improve the user experience, workflow and interface for upcoming features, resulting in greater user satisfaction.
- Engaged in 5+ product demos for clients, eliciting actionable feedback that led to a reduction in reported issues.
- Worked closely with the UI Designer to align constraints, designs, and provide constructive feedback, reducing user frustration by 40% for multiple features.

EDUCATION

University of Gothenburg

M.Sc. Computer Science, Major in Game & Interaction Design

Thesis

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

Thesis

PROFESSIONAL SKILLS

Industry Practices

- Software Design & Architecture
- Game engine architectures
- DevOps and CI/CD

Collaboration Tools

- Jira, Notion, Trello
- Git, Perforce, Plastic SCM
- Miro, Figma

Technology Stacks

- Python, C#, C/C++, Java, JavaScript, Bash
- Unity, Unreal Engine, Blender
- Docker
- SQL, NoSQL