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

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EDUCATION

University of Gothenburg   **Graduation June 2022**
M.SC. Game Design and Technology, Major in Interaction Design   *Gothenburg, Sweden*

- Computer Graphics
- Game Engine Architecture
- Gameplay Design

University of Gothenburg   **Aug 2017 - June 2020**
B.SC. Computer Science Major in Software Engineering and Management - GPA - 3.85   *Gothenburg, Sweden*

- Distributed Systems Development
- 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

University of Gothenburg

Teaching Assistant   **6 Months**

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

SKILLS & INTERESTS

- **Skills:**
  Gameplay Analysis (**Machinations.io**); Game UX Analysis;
  Full-Stack Software Development; Software Project Management (**Waterfall, Agile, Scrum/Scrumban**);
  Software Analysis and Architectural Design (**UML**); Embedded Systems(**C, Arduino, Raspberry Pi, Docker**);
  Version Control (**Git, PlasticSCM**); Data Management (**SQL, NoSQL**); Software Quality and Testing (**TDD, Unit Testing**); Computer Vision (**OpenCV**); Web Development (**JavaScript, Node.js, APIs, Vue.js**); Object-oriented Programming (**Java, JavaFX, C++**); UX Prototyping(**Figma**); Game Engines(**Unity**)

- **Interests:**
  Video Editing, Animations

- **Fun facts**:
  I consider the International Baccalaureate to be more difficult than University in terms of workload.