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*
- Experimental Game Design: Jenga Fortress
- Interactive Storytelling: The Sapling (3D Animation)
- 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

University of Gothenburg   **6 Months**
Teaching Assistant
- Graded assignments and exams with teachers.
- Provided pedagogic assistance to students.

SKILLS & INTERESTS

- **Skills:**

Game Design & Development	Full-Stack Software Development
Game Engines(Unity)	Web Development (MEVN Technology Stack)
Object-oriented Programming (Java, C/C++, C#)	Computer Vision (OpenCV)
2D/3D Modeling & Animation	Software Analysis and Architectural Design (UML)
Gameplay and UX Analysis	Software Quality and Testing (TDD)
Agile Project Management	Embedded Systems(Arduino, Raspberry Pi, Docker)
Version Control	UX Prototyping

- **Languages:**
  English, Mandarin, Cantonese
- **Interests:**
  Animations, Telling Stories
- **Fun facts**:
  I consider the International Baccalaureate to be more difficult than University in terms of workload.