

Oscar Lin

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Education

University of Toronto Scarborough

Sept. 2016 - Present

[Honours Bachelor of Science Candidate](#)

- Computer Science Co-op Program - Software Engineering Specialist

Skills

Languages Python, C, C++, C#, Java, Bash, SQL

Tools Docker, Jenkins, Bamboo, Linux, Git, Perforce, JIRA

Experience

Demonware - Activision Blizzard

Jan. 2018 - Dec. 2018

[Software Developer 12-Month Intern, Titles Normandy Team](#)

- Developed, built and deployed C++ client-side code to support Clans services for *Call of Duty Black Ops 4* in an intern team of 3 within 3 weeks
- Refactored legacy Bash tests into paralleled Docker Compose test suites in Python and C++ speeding up testing by 3x
- Developed asynchronous Python load-test tool to inspect services under realistic load
- Wrote and analyzed reports with 2 million concurrent player load using SQL and Python to reveal vulnerable services for mitigation
- Worked closely with studios such as Treyarch and Beenox to investigate and relieve blocking issues for downstream developers

Projects

Moving Fourward

Sept. 2019

[3D Turn-based Dungeon Crawler](#)

- Developed NPC and enemy combat AI scripts with behaviour tree model in C#
- Implemented procedurally generated dungeon system and endless gameplay
- Facilitated beta playtest sessions with volunteers and reiterate development with incorporated feedback

2D Royale

Dec. 2018

[Multiplayer Top-down Shooter Game, Group of 4](#)

- Designed and developed networking back-end for gameplay designers via Python sockets
- Implemented multithreaded server-client multiplayer system for up to 5 players
- Setup connection using Hamachi to play over LAN

Extracurricular

UTSC Game Development Guild

Feb. 2018 - Present

[Team Executive](#)

- Collaborate with executive team to plan events to showcase and foster the game development community
- Lead technical workshops and talks on game design and game development