

# CECIL CAO - 4th Year CS Undergrad — Aspiring Game Developer

18 AMERICAN ELM WAY, UNIONVILLE, ON L3R 5R8  
(647) 854-8805 [cecil12345@hotmail.com](mailto:cecil12345@hotmail.com)

<https://github.com/pokemonball34>  
<https://www.linkedin.com/in/cecil-cao-140466162/>

## SKILLS

- |            |          |               |
|------------|----------|---------------|
| • Unity/C# | • FMOD   | • PostgreSQL  |
| • C/C++    | • Python | • Bash/Docker |
| • Java     | • JIRA   | • Procreate   |

## SOFT SKILLS

- Avid gamer with interests in UI Design and digital art
- Worked with **OOP** and **SOLID Design Principles**
- 3+ years of **Agile** project management experience
- Curious and learning Windows App development

## PROJECTS

### Into the Dataswarm - Unity/C#

#### Intro to Video Game Design: CSC404

- Lead programming team with **weekly sprints**, **plan out scope** and **break down tasks** to complete; making sure all work compiles and is smoke tested
- Coordinate game direction with art and audio leads into overarching **User Stories**
- Implement **FMOD audio system**, **UnityUI** elements, Animator scripts, screen navigation, and developed **algorithm** for enemy AI behaviour, with singleton and observer design patterns in mind

### Calendar Widget - Java (Swing)

#### Software Tools and Systems Programming group project

- Lead **Agile meetings** with bi-weekly sprints, plot out User Stories to complete, facilitate project members to identify personal roadblocks
- Employ Object-oriented programming design patterns to maintain clean architecture, focusing on a **Model-View-Controller framework** to isolate event creation logic and the GUI interface
- Design **algorithms** to organize each date to a day in a week, **GUI interface**, and creating/deleting an event series.

## WORK HISTORY

### Junior Software Engineer - Alida

SEPT 2022 - AUG 2023, 365 Bloor St E 5th Floor, Toronto, ON

- Maintain and implement upon a **React/Typescript** website and **Golang relational database**.
- Perform **Git** code reviews and smoke tests on **iOS** and **Android** developed applications.
- Lead **Agile** sprint retros by gathering data from a **Jira** board and compile action items for the next sprint.

### Research Assistant - University of Toronto

JUN 2024 - AUG 2024, 27 King's College Cir, Toronto, ON M5S 1A1

- Implemented a Talk To Your Graph feature from **GraphDB** using **ChatGPT**, Weaviate and a ChatGPT retrieval plugin
- Experimented and recorded results from natural language input/output tests on data from an **RDF graph**
- Set up exposed **API endpoints** with **Docker**

## EDUCATION

### UNIVERSITY OF TORONTO, Toronto ON — Computer Science Degree

SEPT 2019 - CURRENT, 27 King's College Cir

Interests align with game development, computer graphics, and user experience. Recently completed a course in game development.