

Key

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Working Experience

Unity Software Developer

Ember Entertainment (Realm of Alters Limited)

3/2022 - 2/2023

Built a Top-down Action Strategy RPG PC game with Unity, C#.

- Implemented multiplayer client side gameplay logic with socket.io
- Implemented character's abilities
- Implemented card system
- Implemented enemy AI

Unity Software Developer

Feeling Game Company

6/2020 - 2/2022

Built Third person Rogue-lite ARPG mobile game with Unity, C#.

Project Every Hero Reached 2nd in Action Ranking in App Store.

- Implemented interactive Menu UI and communicate from server.
- Implemented the equipment system and designed the data structure.
- Implemented player abilities for gameplay's battle.
- Wrote TDD (Technical Design Document) for coding.
- Designed new game features.
- Refactored codes based on coding patterns.
- Had a good communication with team member (Artist, Designer, PM)
- Worked closely with QA team for testing and debugging.
- Worked with Agile Development.
- Edited Game Advertisement Video

Web Developer (Internship)

Guangdong Advertising Group CO.LTD.

6/2017 - 9/2017

Built data system for with Java SSM Framework

Personal Game Projects

Doki Doki House

Freelance

Since 1/2021

Visual novel PC game, used Renpy, Python

Project Danmaku (Untitled)

Indie Game

Since 9/2020

Side-scrolling bullet hell Shooter PC game, used Unity, C#.

The Lost Strings

Freelance

2/2019 - 6/2019

2D Co-op Action Adventure PC/Mobile game used Unity, C#. Released on Steam

Technical Experience

Game Engine: *Unity, Unreal Engine 5 (Beginner), Warcraft3 World Editor, Pygame, Renpy, Dota2 Workshop*

Programming Language: *C#, C++, Java, JavaScript, TypeScript, HTML, C, Python, Swift, MATLAB, Jass*

Web Framework: *React, Angular, Bootstrap, jQuery, SSM, React-Native, NodeJS*

Cloud Services: *Firebase*

Database: *MySQL, Firestore*

Education

The Hong Kong Polytechnic University

MSc in Information Technology

9/2018 - 6/2020

Chu Hai College of Higher Education

BSc in Computer Science

9/2014 - 6/2018

Competitions

Bronze award in CityU App Innovation Contest

City U

5/2018

By the project of Developmental Coordination Disorder Evaluation and Training App

Languages

Cantonese: *Native*

Mandarin: *Native*

English: *Fluent*

Japanese: *Fluent*

Home Sleep Home

2019 Global Game Jam Project

1/2019

Simulation Mini PC game, used Unity, C#.

Maze with AI

School Project

12/2018

Third person maze adventure mini game, Compete with game AI. Used Machine Learning and Unity, C#.

Hero Race

Indie Game

Since 11/2011

Top-down view multiplayer racing RPG, used World Editor. Custom Map in Warcraft 3.