Tiankai Xu

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PROFILE

- +3 years experience as a video game programmer
- Skills in full-stack development
- AEC - Video Game Programming
- CERTIFICATE – Computer Science
- DEC - Science de la nature
- Computer Skills and knowledge:
  - *Programming Languages* : JavaScript, HTML, CSS, C++, C#, Lua, Verse
  - *Engines and Tools:* React, Node.js, Postgre SQL, Web3, DApps, Express, Unreal Engine 4 and 5, Unity, Unreal Insights, Perforce, TortoiseSVN, JIRA, ClickUP, Roblox, Oculus Performance Profiler, GitHub
  - *Web development:* Front-End (React), Back-end (Node.js, Express), Database Management (Postgre SQL),
  - *Gameplay programming:* AI (State Machine, Movement Pattern, Behavior Tree, Animations) gameplay elements (Tutorial System), (Weapon System), (Inventory System) UI elements (Pause Menu, Option Menu, HUD, Maps), (Voting System, Scoreboards)
  - *Other skills:* Debugging, Profiling, Agile Methodology, Technical Documentation
- Strong Communication in French and English

WORK EXPERIENCE

META4 Interactive, Saint-Laurent, QC
  Gameplay Programmer   04/2021 - 02/2024

- Designed, implemented, and maintained the game's mechanisms and functionalities in collaboration with other relevant departments
- Contributed actively to programmer meetings to share knowledge and propose effective solutions to problems encountered
- Carried out regular tests to identify and resolve bugs, thus guaranteeing the quality of the game
- Participated in code review
- Wrote technical documentation
- Optimized code to ensure game performance on different platforms.
- Developed and integrated animation, graphics, sound, and music to enrich gaming experience

FreeLance Web Developer   02/2024 - Present

- Created responsive and interactive front-end interfaces using React
- Built and maintained RESTful APIs with Express and Node.js
- Managed database operations with Postgre SQL
- Ensured cross-browser compatibility and optimized web performance

WORK PROJECTS   2021 – 2024

- [Transformers Beyond Reality](#) *(Arcade-shooter - Virtual Reality Game)*
- Repeat (); *(Bullet-hell game)*
- Unannounced IP*(Sports games in Fortnite made with Unreal Engine 5)*
- [RU1](#), *(Multiplayer game designed for private birthday parties in Roblox)*

EDUCATION

Collège de Bois-de-Boulogne - Montreal, QC
  AEC: Video Game Programming   2021

Université de Montréal – Montreal, QC
  CERTIFICATE : Computer Science   2020

Collège Jean-de-Brébeuf - Montreal, QC
  DEC: Science de la nature   2017

Online Courses(Udemy) : Full-stack Development   2024

VOLUNTEER EXPERIENCE

Centre d'hébergement de Lachine
(Seniors residents)   2014 - 2015

- Visited seniors and organized group activities to help with engagement within the community

References given upon demand.