

Tiankai Xu

Montreal, Quebec

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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, MongoDB, Web3, DApps, Express, Bootstrap, JQuery, 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, MongoDB),
 - **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
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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
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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

- 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
- Used Git for version control
- Managed database operations with MongoDB and Postgre SQL
- Ensured cross-browser compatibility and optimized web performance

Portfolio Link : <https://tkx8.github.io/portfolio.github.io/>

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.