



Pan, Guan Yu

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Summary

- I Learn Unity3D and C# programming by my self because of my passion for games.
 - Be familiar with Data Structure, Object-Orientation and Design Pattern.
 - Made 2 simple games with Unity3D.
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Education

National Ilan University, Ilan, Taiwan (Oct 2014 - Aug 2018)

- Mechanical and Electro-Mechanical Engineering

Experience

Volunteer Experience@Yi-Lan Fu-Shing Junior High School (Apr 2018 - Jun 2018)

- Helped students to improve their school's result.

Independent Study@Department of Mechanical Engineering (Sep 2016 - Aug 2017)

- Self-discipline.
- Problem finding and solving.

Part Time@Carrefour (Nov 2015 - Nov 2016)

- Completed requests from the supervisors.
- Collaborated with team members.

Project

Action RPG Demo

- development time : about 2 months.
- Applied what I have learned to this project.
- [GitHub](#)
- [Youtube](#)

回合制RPG Demo

- It's the first time I tried completing a game.
- Integrated PlayFab service into Unity project.
- [GitHub](#)
- [Youtube](#)