



Education

Yuan Ze University B.A. in Information Management
2013 - 2015

Yuan Ze University B.A. in Information Communication
2015 - Present

Expertise

Programming : C++, C#, Shellscript, git, HTML, CSS, Javascript, WebGL, Lua

Tools : Unity, Unreal, Illustrator, Photoshop, MAYA

Project Experience

Hourglass : Project Norn (Unity)
Gameplay Programmer
2017 - 2018

- Discussed with game designer to solve problem between designing and programming, improved level design and removed bugs.
- Collaborated with game artist to promote efficiency and make graphic more lively
- Implemented several significant gameplay features with Unity3D

Work Experience

Front - End Programmer
SeekrTech
2017

- Developed browser extension with HTML, CSS, Javascript
- Collaborated with UI/UX designer to define application features
- Collaborated with design team to identify users need, and produced the company official website with HTML, CSS, Javascript
- Work with seignor programmer to make browser extension communicate with server

Gameplay Programmer
National Taiwan Normal University
2016 - 2017

- Collaborated with colleague to discuss and design whole game
- Communicated with colleague to design system and ((assign the works fairly(?))
- Developed the whole game system to make it be playable
- Implemented several significant gameplay features with Unity3D