

Christopher Wong

(778) 317- 8230
wong_chris@live.ca

Skills

P. Languages

Java Expert
Processing
Python
C# Expert
Objective C
Ruby

Design

Adobe Creative Cloud
Microsoft Office Suite
Maya Autodesk
Unity Engine Expert
Unreal Engine

Web Development

HTML/CSS
JavaScript
PHP
MySQL
Ajax

Work Experience

Research Assistant, VR Developer | Virtro Entertainment | January 2020 - Present

Virtro Entertainment develops competency-based immersive training simulations for virtual reality and PC/WebGL platforms.

- Built on several platforms including Oculus Quest, Rift and WebGL
- Expanded my knowledge with animation, lip sync and libraries
- Collaborated with a team of more than 10 people on a single project

Research Assistant | Programmer | SFU Pain Studies Labs | February 2018 - December 2019

At Pain Studies Lab, we create health-related virtual environments that are clinically tested with patients to provide beneficial feedback to the patients

- Develop and design VR experience for patients suffering from chronic pain
- Integrated Scosche heart rate monitor with various VR activity
- Ran studies with participants and demos for potential investors
- Implement a teleportation movement for VR to reduce motion sickness

Junior Software Developer | Navi Me | June 2017 - February 2019

Navi-Me is a multi-platform application that is targeted to help travellers communicate with local residents

- Developing and programming a mobile app using Rubymotion for the iOS
- Self familiarized with the Ruby language and the Rubymotion library
- Created a mobile app that communicates with a MySQL database
- Built using Atom and ran with Mac's terminal and Xcode for the iPhone

Teacher | Youth Student Academy | June 2016 - March 2020

YSA is a private weekend school that parents can enrol their children to learn how to program and to take the Waterloo's Canadian Computing Competition

- Created lesson plans for the weekly classes
- introduced Unity engine using C# language to create complex 2D and 3D games
- Taught Java AP to highschool students who enter the Java CCC Competition
- Taught both HTML/CSS and JavaScript to build their personal hobby websites

PROGRAMMER | Beep | 5 Members | January 2019

Beep is a third-person stealth puzzle indie game about a pink alien ball who has crash-landed on a hostile cube planet.

- Collaborated cohesively with the artist team to create a 3D immersive game
- Programmed tools and adjustable settings that can be used for level designers
- Research and developed custom shaders that blended with the environment
- Designed a dynamic camera system that freely moves and adapts to the environment

PROGRAMMER | Freshi | 3 Members | December 2016

Freshi is an app designed to keep track of the food you store in your pantry or your fridge using notifications and checklist for your food item before they expire.

- Created the app on Android Studio using Java
- Added a tracking system that uses the camera, vibration and calendar
- Programmed the SQLite database and uses Google Play Services Barcode API
- Iterated the app based on several playtesting sessions

TEAM LEAD | PROGRAMMER | Back To Space VR | 4 Members | June 2016

Back To Space is a virtual reality puzzle open exploratory world space simulation where the user must find a way to escape when things take a fatal twist on their spacecraft.

- Created on the Unity platform with the Oculus Rift DK2 VR system
- Developed a virtual environment with a multi-path narrative
- Implemented controls with a Logitech F310 Gamepad for the player interactions
- Designed a virtual inventory system that user can manage items
- Planned and managed a schedule that accommodates other team members

TEAM LEAD | PROGRAMMER | 3D MODELER | Cedar Hill | 4 Members | June 2016

Cedar Hill is a first-person 3D puzzle horror game. Where the player wakes up in an abandoned hospital after a car crash and tries to escape.

- Produced in Unity and models made with Maya Autodesk
- Developed 3D complex puzzles with hints
- Implemented First Person controls with an inventory system
- Created several triggers that activate based on camera, the position of player or object

TEAM LEAD | PROGRAMMER | The Loss Of Gotham | 4 Members | January 2016

The Loss of Gotham was a 3D horror, and narrative driven game where the player is task to investigate a chemical attack in the city with multiple endings.

- Created complex AI that follows a dynamic path
- Programmed AI with states that determine the movement
- Designed a multi-path narrative story with different endings
- Placed collectables and interactable items that the user can pick up

Simon Fraser University 2014 - 2020

- Bachelor of Science

Capilano University 2010 - 2014

- Candidate for Bachelor of Science