

# Christopher Wong

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## Skills

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### 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

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**Research Assistant | Programmer** | SFU Pain Studies Labs | February 2018 - Present  
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 - Present  
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

**Coordinator** | Mentor and TA | SFU Techbytes | May 2015 - April 2017  
Techbytes is a tutorial workshop for first years SFU students to help them familiarize with different programs

- Created lesson plans for 2 hour long classes
- Tutored several language-based software including Unity, Java and Processing
- Explained and instructed complex theories based on the software

### **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 - Present**

- Bachelor of Science expected January 2020

### **Capilano University 2010 - 2014**

- Candidate for Bachelor of Science