SHUAI WANG

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Summary

Results-driven professional with 6+ years of experience providing intricate program development and project management expertise across a variety of organizations. Adept at programming, coding, web and game development, and software development life cycles (SDLC). Meticulous and analytical, with a proven track record of designing and implementing innovative solutions that maximize the quality and effectiveness of programming and end-user experiences. Fluent in Macedonian with professional proficiency in English.

Skills

- Unity 2D/3D Game design and coding
- Unreal 5 blueprint design, Unreal 5 C++
- Photon2: Multiplayer's Game Design experiences
- Project Management Software(Jira, ClickUp)
- GitHub, Git
- Code Analysis and Development
- Programming Languages: Python, C++, C# and etc

- Experience on J2EE system: using JAVA, JSP, SQL to make student system
- Algorithm Analysis
- ML/DL experiences(Matlab, Decision tree, and etc)
- Software development methods: Agile, waterfall, DevOps and etc
- Database experience on SQL and MySQL
- Google Drive, Google site, Google Colab
- Addition Experience: Linux, Linux C, FTP/UDP protocol, TFTP, File Transfer Server, RedHat Linux, APUE

Websites, Portfolios, Profiles

- https://sites.google.com/view/scholarwang/home

Experience

Self-employed
Game Design Experience:

Indie Game | Irvine, CA
Producer, Game Developer
01/2023 - 06/2023

- Developed 12 game design documents to determine the game's overall concept, story, characters, environment, and other elements, maximizing audience engagement and time spent playing
- Liaised with 5 stakeholders throughout project scope definition, creating and supporting the on-time and within-budget performance of project deliverables
- Created game logic in addition to implementing gameplay features via C#, Unity3D, and Visual Studio, performing all requirements gathering, development, and testing
- Utilized version control systems such as Git and SVN to track changes within source code, confirming that all changes and other information was recorded accurately
- Designed 6 code structures so that the quality of game performance was maximized across all platforms, proactively addressing and resolving any issues

Lonesome Ashe | Los Angeles, CA
Producer, Game Developer
03/2022 - 06/2022

- Oversaw project requirements and strategic planning to promote accurate, timely solution delivery and deliverable performance
- Enhanced the product's commercial success through effective gameplay programming, software development, and solution delivery
- Edited various files and line codes, incorporating this information into game builds without sacrificing compliance with project/institutional objectives
- Collaborated with 8 professionals throughout game design to provide a robust, compelling, and polished finished product
- Empower team members to boost their self-confidence and motivation, ensuring timely and high-quality project completion.
- Mediate conflicts arising from diverse perspectives within the group while facilitating improved communication and reducing work dependencies.

Fetch Quest | Los Angeles, CA
Game Developer
03/2022 - 06/2022

- Evaluated client requirements and changes to design effective strategies, liaising with cross-functional team members and client contacts
- Communicated program development updates and other information throughout team meetings to promote collaboration and high levels of productivity
- Implemented game logic using C# in the Unity3D engine.
- Tested and debugged code to ensure functionality met design requirements.

You Zheng Gui Hua Yuan, The Post Bank Of China | Beijing, China
Internship Student, Softwareen Engineer
06/2014 - 09/2014

- Worked with software development and testing team members to design and develop robust solutions to meet client requirements for functionality, scalability and performance
- Coordinated technical requirements for projects with internal and external stakeholders.

Self-employed
Coding Experience:

Self-employed | Irvine, CA
Algorithm Modeling Analysis
08/2021 - 09/2023

- Managed a set of data 10,1k,10k,100k, performing all data visualization, manipulation, and cleaning to ensure its integrity and proper handling
- Communicated information post-data analysis to 3 personnel to inform business development, strategic planning, and deliverable performance
- Processed 10,1k,10k,100k large datasets and coordinated statistical analysis within software to ensure the accuracy of all data and content present
- Tested and evaluated data models, confirming that predictions concerning outcomes of interest were accurate and documented appropriately
- Created robust machine learning algorithms so that 3 images could be accurately classified and that objects were accurately recognized

SoftwareSelf-employed | Irvine, CA
Wine Modeling Analysis
09/2021 - 12/2021

- Designed a customized application with the ability to provide critical predictions, automated reasoning and decisions, and calculated optimization algorithms to enable informed decision-making
- Created various deep learning architectures from scratch via Python programming, performing all planning and data analysis
- Designed a machine learning algorithm so that wine can be accurately recognized and classified
- Prototyped a machine learning applications, assessing and evaluating the effectiveness of these applications to determine its effectiveness and usability

Additional Experience

- Internet Radio Player, Linux C, 07/2013 – 08/2013 | ChangChun University
- Embedded Bare Board Development/Music Electronic Photo Album, Linux C, 05/2013 – 06/2013 | ChangChun University
- Back-End System Development, Linux C, 10/2012 – 11/2012 | ChangChun University
- Management Back-End System Development, Linux C, 09/2012 – 10/2012 | ChangChun University
- Bootloader Development, Embedded Development Kernel Porting, Linux C, 08/2012 – 09/2012 | ChangChun University
- Socket-based Simple File Transfer Server (TFTP) (Multithreading), Linux C, 07/2012 – 08/2012 | ChangChun University
- Linux Chatroom, Linux C, 06/2012 – 07/2012 | ChangChun University

Education and Training

University of California-Irvine | Irvine, CA
Bachelor's Degree: Computer Game Science
06/2023

ChangChun Normal University | ChangChun, China
Bachelor of Science: Software Engineer
06/2019

College Of San Mateo | San Mateo, CA
Associate of Science: Computer Science
06/2019

College Of San Mateo | San Mateo, CA
Associate of Science: Math
06/2019

Languages

Macedonian:

Native/ Bilingual

English:

Professional