Bofeng Peng

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Objective：

Game Programmer Role.

Skill Summary：

- Focused on and deep dive into game development and its ecosystems.
- Experienced in the multiple subsystems of video games, especially those running on the CPU end. Have enough knowledge about render to collaborate with TA teams.
- Proficient in Unity Engine, Experienced in Unreal Engine and other in-house game engines.
- Strong skills in C#, C++, Lua, Python, Node.js, and any other programming language for implementing gameplay mechanics development or workflow optimization tools.
- Mentor junior engineers and create a healthy working environment for the team. Organize structured knowledge sharing and learning to grow the team.
- Good at researching and creating architectures. measuring and analyzing product metrics. Refactoring code to improve performance.
- 13 years of programming experience, including 11 years of industrial games.

Experience：

Oct.2022 – Now, Senior Software Engineer at Virtuos (Chengdu Studio)

Working on <Palia>[1] (singularity6.com)

- Led a local team with 4 engineers based in Chengdu, China. Focusing on Designing and implementing Subsystems together with the client's technical team in the US.
- Considered the technical routing, wrote the TDD, and owned the process of development of the Input Subsystem.
- Owned new features' development from end to end including settling down requirements with PM, setting milestones, and reviewing the code of submission.

May.2022 – Sep.2022, Senior software engineer at DragonPlus Game

Working on Project <Hotel Craze®>[2.1] and <Hotel Frenzy>[2.2]

- Owned the development of two projects and continued tunning them to improve performance.
- Monitored the project health from Firebase and responded immediately when noticing abnormal data.

Nov.2021 – Apr.2022 Lead Software Engineer at Learnings
Working on Project < Merge Elfland >[3]
- Led a local team with 3 engineers based in Chengdu, China. Mentored 2 junior engineers.
- Organized structured knowledge sharing.
- Designed and implemented the processor to refactor the production process of art/UX assets to optimize the workflow of the project.
- Researched the obsolete technical framework of existing projects and refactored it to improve performance.
- Tuned and refactored the gameplay mechanics to improve the business data.

May.2020 – Nov.2021 Lead Software Engineer at Youkia Game
Working on Project <圣斗士星矢：重生 2 >[4.1], <圣斗士星矢 重生>[4.2], <龙珠觉醒>[4.3]
- Led a middle development team with 11 engineers.
- Tunning the published project <圣斗士星矢 重生>, <龙珠觉醒> and delivered patch and DLC.
- Design and implement the technical framework for developing project <Universe>, including the gameplay mechanics, UX framework, and render pipeline.
- Research the Rust language-based battle subsystem under Unity Engine to improve the project's performance by 10 times.

Jun.2019 – May.2020 Lead Software Engineer at LMD Game
Working on project <Flood>[5]
- Led a small cross-functional team.
- Consider and design the technical routing.
- Research and implement the dynamic terrain subsystem under the JobSystem of Unity Engine. Boosting it more than 10x performance to satisfy the specific requirements of our project.
- Monitoring the development progress of the project.

Mar.2017.3 – Jun.2019 Senior Game Programmer at Radium Game
Working on Project <Age of magic>[6.1] and Project <連攜激戰>[6.2]
- Tuned the published project and delivered patch and DLC.
- Designed the technical framework for planned project <連攜激戰> and led the development.
- Designed and implemented the developing toolchain for processing the assets.
- Designed and implemented the AI subsystem including Editor and Executor.

May.2016 – Mar.2017 Game Programmer at Qifan Ltd.
Working on Project <战地联盟>[7]
- Enhanced the audio subsystem of the Stage3D engine to support unlimited audio sources being triggered at the same time.
- Refactored the FSM-based AI executor to support HFSM and multiple FSM entities under one agent.
- Refactored the Animation FSM subsystem to separate it from AI FSM.
- Optimized the physics subsystem to improve the performance of collision detection.

Jul.2014. – Apr.2016 Game Programmer At Tap4Fun

Working on Project < Galaxy Legend >[8.1] and Project < Galaxy Legend 2 >[8.2]

- Implemented some gameplay subsystems such as Equipment, Bag, Map, Business Event, and so on.
- Implement the auto-build pipeline for our project which is based in-house game engine.

Oct.2013 – Jul.2014 Game Programmer At Moqikaka Game

- Implement the auto-build pipeline for the cocos2dx-based game project.
- Design and implement an integrative framework to let the project adapt to different publishers more easily.

Mar.2011 – Oct.2013 Co-founder / Software Engineer at Henglixin Technology

- Led teams that delivered over 20 projects ranging from small to medium scale.
- Grew the tech team from 3 people to over 15 with backend (C#), Android, iOS, and QA teams.
- Provide training services for customers.

Education:

Bachelor of Network Engineering

at Chengdu University of Information and Technology during Sep.2007 – Jun.2011