

# Bofeng Peng

Chengdu, China

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## Objective :

Game Programmer Role.

## Skill Summary :

- Focused on and deep dive into game development and its ecosystems.
- Experienced in the R&D of multiple subsystems in game development, such as Assets Manager, Input Subsystem, Rendering Pipeline, 3C, UI, etc.
- Proficient in Unity Engine, Experienced in Unreal, Cocos, Godot and other in-house game engines.
- Strong skills in C#, C++, Lua, Python, Typescript, Go, Rust, etc. This is for implementing gameplay mechanics, UIs, or workflow optimization tools.
- Mentored junior engineers and created a healthy working environment for the team. Organize structured knowledge sharing and learning to grow the team.
- Good at researching and creating / refactoring architectures. measuring and analyzing product metrics. Refactored code to improve performance.
- 13 years of programming experience, including 11 years of industrial games.

## Experience :

### Oct.2022 – Aug.2023, Senior Software Engineer at Virtuos (Chengdu Studio)

Working on <Palia><sup>(1)</sup> (singularity6.com)

- Led a local team with 4 engineers based in Chengdu, China. Focusing on Designing and implementing Subsystems with the client's technical team in the US.
- Considered the technical routing, wrote the TDD.
- Owned the process of development/optimization 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®><sup>(2.1)</sup> and <Hotel Frenzy><sup>(2.2)</sup>

- Owned the development of two projects and continued tuning 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 ><sup>(3)</sup>

- 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 performance.

### **May.2020 – Nov.2021 Lead Software Engineer at Youkia Game**

Working on Project <圣斗士星矢：重生 2 ><sup>(4.1)</sup>, <圣斗士星矢 重生><sup>(4.2)</sup>, <龙珠觉醒><sup>(4.3)</sup>

- Led a medium development team with 11 engineers.
- Tuned the published project <圣斗士星矢 重生>, <龙珠觉醒> and delivered patch and DLC.
- Designed and implemented the technical framework for developing project <Universe>, including the gameplay mechanics, UI 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><sup>(5)</sup>

- Led a small cross-functional team.
- Consider and design the technical routing.
- Researched and implemented the dynamic terrain subsystem based on the voxel data 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><sup>(6.1)</sup> and Project <連攜激戰><sup>(6.2)</sup>

- Tuned the published project and delivered patch and DLC.
- Designed the technical framework for the 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 the Editor and Executor.

### **May.2016 – Mar.2017 Game Programmer at Qifan Ltd.**

Working on Project <战地联盟><sup>(7)</sup>

- 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 ><sup>(8.1)</sup> and Project < Galaxy Legend 2 ><sup>(8.2)</sup>

- 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 from Sep.2007 – Jun.2011