





Yiming Pan

Gameplay, UI, Generalist Game Programmer

-  June 17, 1999
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SKILLS

- C++
- C#
- Unity
- Unreal
- Perforce
- Git
- TinyXml
- HLSL
- DirectX
- Visual Studio
- Python
- Agile
- Jira
- Monday
- FMOD

INTERESTS

- | | |
|-----------|------------|
| Reading | Writing |
| Tennis | Pingpong |
| Badminton | Volleyball |

LANGUAGES

- | | |
|-----------|---------|
| Mandarin | English |
| Native | Fluent |
| Cantonese | |
| Fluent | |

TEAM PROJECTS

Sun Slayer

(August 20, 2023 - December 11, 2023)

15 weeks of development, team size of 30

First shooter bow-and-arrow game in Unreal 5.2

- Dragon boss and bow-and-arrow implementation
- Audio implementation with Unreal metasound
- Overall architecture, Steam achievements, UI, platforming mechanic implmentation

Seafeud

(February 06, 2023 - April 27, 2023)

12 weeks development, team size of 60

Arcade racing game made in Unreal 5.

- Managing the nightly build process and steam builds
- Resolving tech issue such as perforce, and unreal engine editor
- Debuging C++ and blueprint for other team members

<https://store.steampowered.com/app/2322020/SeaFeud/>

Lazer Lasso

(September 09, 2022 - November 18, 2022)

10 week development, team size of 4

An android tablet 2d side-scroller platform game made in Unity.

- Creating and mantaining features as solo programmer.
- Daily scrum and managing tasks
- Working closely with Designers to perfect the feeling of grappling hook

INDIVIDUAL PROJECTS

Deck building card game with two player dueling combat over network and an in-game card maker editor with player programming support

WIP - Master Thesis

A hearthstone like TCG game with in-game card making and effect programming editor

Pan's Survivor Chess

2023 - Directed Focus Study I

An vampire-survivor-like mix auto-chess like game

https://store.steampowered.com/app/2484610/Pans_Survivor_Chess/

Eros's Desk

2021 - Undergrad Creative Computing Capstone

An ai-agent relationship simulator made in Unity

yimingp.itch.io/erors-desk

EDUCATION

SMU Guildhall

(August 18, 2022 - May 09, 2024)

Master's degree, Animation, Interactive Technology, Video Graphics and Special Effects, Software Development

Game engine programming, Math for games, and Team game production which released two games on Steam

Southern Methodist University

(August 28, 2018 - July 20, 2022)

Bachelor of Art, Computer Science and Creative Computing

Coursework: Computer Graphics, Machine Learning, Operating System, Project Management, Data structure, Algorithm, Database, Programming Languages