





# 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  
capstone place holder

Seafeud (available on steam) (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
- Debugging C++ and blueprint for other team members

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

TCG card game with in-game program GUI

thesis place holder

DFS2  
dfs2 placeholder

Pan's Survivor Chess  
An vampire-survivor-like & auto-chess game

Eros's Desk  
Undergrad Creative Computing Capstone  
An ai-agent relationship simuator made in Unity  
[yimingp.itch.io/erors-desk](https://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, Software Project Management, Data structure, Algorithm, Database, Programming Languages, Java