

EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC)

Master of Entertainment Technology

Pittsburgh, PA

Expected May 2019

The Hong Kong Polytechnic University

B.Sc. (First class honors) in Building Engineering and Management, Minor in Computing

Hong Kong

May 2017

SKILLS

Programming Languages: C++, C#, Java, Python

Game Development: VR/AR, Engine Development, Multiplayer development, Rapid prototyping, Playtesting

Tools: Unity, Unreal, Blender, WPF, PowerShell, Jira, Perforce, SVN, Git

EXPERIENCE

Spaces Inc. - VR Software Engineer Intern

May - August 2018

- Worked on multiplayer social VR experience [Terminator Salvation](#) and an unannounced project in a startup
- Prototyped and implemented networked gameplay; extended the in-house networking framework in Unity
- Developed several tools in Unity for designers and programmers; helped port a project to a new platform
- Collaborated with QA to improve deployment and testing pipeline using PowerShell, Jenkins, and WPF

Halite Games Studio - Founder and Indie Developer

March 2017 - Present

- Lead an independent studio of 6, responsible for driving decision making and gameplay implementation
- Developed [Ripple Blossom](#), a Chinese art style mobile puzzle game with data-driven levels in Unity
- Coordinated with a China-based publisher to put the game on AppStore and got more than 110k players

ACADEMIC PROJECTS

Isetta Game Engine, ETC - Engine Programmer

May - December 2018

- Working on a team of 5 that aims at demystifying game engine development process for junior developers
- Making a game engine in C++, documenting the entire process and publishing interviews with experts
- Implemented memory allocators, defragmentation system, and the audio module with FMOD Low-Level API
- Wrote technical blogs on game engine architecture design and implementation

Project Prism, ETC - Programmer and Game Designer

January - May 2018

- Developed [Prism](#), a Web/iOS/Android game that helps grade 3-4 neurotypical students to empathize with their autistic peers on a team of 5. The game won a [Gold Medal](#) from the International Serious Play Awards
- As a programmer, implemented a branching dialogue system, an open-world narrative framework, a contextualized hint system, and a localization system and various gameplay mechanics in Unity
- As a designer, designed, modeled, populated and iterated on the game's map to support different interaction scenarios and make it easy to navigate for primary school students

Building Virtual Worlds, ETC - Programmer

August - December 2017

- Rapid prototyping class with 5 rounds each lasts for 2-3 weeks, where I worked as programmer and designer on interdisciplinary teams of 5 to make innovative interactive experiences on Oculus Rift, HTC Vive, HoloLens, Virtuix Omni, and Makey Makey with Unity as the game engine
- Picked up new development platforms quickly and designed experiences that utilize the platforms' strength
- Won [Top Interactive Projects of the Year](#) at the Pittsburgh Create Festival and [The Rookies Game of the Year VR Runner Up](#) with one of the games, *Althea*, an artistic two player networked social VR experience

