

Skills

Programming:

C#, Java, C/C++, JavaScript, HTML/CSS, Object-Oriented Programming, Design Pattern

Software:

Unity, Eclipse, Visual Studio, Photoshop, Illustrator, Microsoft Office

Education

Carnegie Mellon University, Entertainment Technology Center (ETC), PA, USA (Expected) June, 2016
Master of Entertainment Technology – Current GPA: 3.68

The University of Hong Kong, Department of Computer Science, Hong Kong June, 2014
Bachelor of Engineering in Computer Engineering – Final GPA: 3.55

Relevant Coursework: Game Design, OOP, Data Structures and Algorithms, Computer Networks, OS

Academic Projects

The Drop – Rhythm First-Person Shooter PC Game (Pittsburgh, USA) (Expected) May, 2015
Programmer, Designer

- Implemented the basic gameplay of First-Person Shooter in the game
- Constructed the network system that supports both online and offline game mode using Photon Network
- Realized the aim assist and auto-guided projectile function
- Designed and built the Crossfade game mode to enhance the gameplay experience
- Made a script tool and a debug scene view for designers and artist to tweak parameters in Unity

Building Virtual Worlds (Pittsburgh, USA) December, 2014
Programmer

- Learned development tools like Unity, Photoshop, Illustrator and Perforce.
- Broadened my knowledge about new technologies like Virtual Reality
- Practiced Object-Oriented Programming and Design Pattern
- Developed five playable PC games using fast prototyping methods
- Comprehended the essentials of game design and development
- Improved my time management and communication skills
- Collaborated with other programmers, artists and designers to develop a game in a team

Individual Projects

The Beat the Step and the Cowboys – PC Game for Global Game Jam 2015 (Pittsburgh, PA) January, 2015
Programmer

- Painted the UI elements and sprites used in the game
- Participated in the process of level design
- Programmed the basic mechanics for character actions and map generation
- Devised the judge system to deal with all situations that end the game, including draw conditions

Interests

Video Games, Comics/Anime, Piano, Swimming, Basketball, Badminton, Chinese Calligraphy