

EDUCATION

- Carnegie Mellon University, Entertainment Technology Center (ETC)** Pittsburgh, PA
Master of Entertainment Technology Expected May 2019
- The Hong Kong Polytechnic University** Hong Kong
B.Sc. (First class honors) in Building Engineering and Management, Minor in Computing May 2017

SKILLS

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

Game Development: VR/AR, Engine Development, Game networking, Rapid prototyping, Playtesting

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

EXPERIENCE

- Schell Games - Game Engineer Intern** January - May 2019
- Working on an unannounced project using Unreal as the game engine
- 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
 - 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
- Worked on a team of 5 that aims at demystifying game engine development process for junior developers
 - Developed a game engine in C++, documented the entire process and published interviews with experts
 - Implemented memory manager, transform system, dynamic AABB tree, and high-level networking API
 - Wrote technical blogs on game engine architecture design and implementation, and published a booklet
- 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, a contextualized hint system, a localization system and various gameplay mechanics in Unity, and ported the game to iOS/Android
 - As a designer, designed, modeled, populated and iterated on the game's map and interaction scenarios
- Building Virtual Worlds, ETC - Programmer** August - December 2017
- Rapid prototyping class with 5 rounds each lasts for 2-3 weeks with interdisciplinary teams of 5
 - Developed interactive experiences on Oculus Rift, HTC Vive, HoloLens, Virtuix Omni with Unity
 - 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