

## Professional Summary

### Gameplay Engineer | Engine and Graphics Programmer

Highly proficient and self-motivated Gameplay Engineer capable of successfully taking the latest technologies and utilizing them to create exciting Games. An enthusiast with over 10 years of game development experience and a very strong ability to self-teach and learn from peers. Offering a wide understanding of international gaming trends, years of expertise in various programming languages, 5+ years of experience in Unity, extensive experience designing and creating performant custom engine, and experience shipping for PC and Mobile platforms. I also speak Chinese natively for shipping games and developing relationship for Chinese market.

## Programming Languages

C#, C++, C, Java, Javascript, Python, Lua, HTML, CSS, SQL

## Skills and Expertise

- 5+ Years of Unity Engine experience. Experienced in scriptable render pipeline, VFXs, shaders, and code architectures inside Unity. Experienced in creating custom Editor for optimizing designer workflows.
- Expertise in writing performant ECS, data-oriented custom engine using C, C++. Used to create successfully shipped games.
- Expertise in writing graphics engine and advanced shaders. Used in successfully shipped games.
- Solid understanding of algorithms and data structures.
- Experience leading development team to achieve goals under strict deadlines.
- Understanding of LTV, CAC, DAU, Retention, Churn rate calculations for game projects.
- Fullstack development experience. Written full websites with database and REST API from scratch.
- Solid understanding of TCP/IP, UDP, HTTP for networking games and state replication in games.
- Strong ability to work with designers for implementing game systems.
- Familiar with Unreal Engine

## Projects

### Lead Game Designer And Engine Programmer

01/2017 to 04/2017

#### RAILZ: The Shooting Train Game

##### Presented at PAX West 2017 | Custom Engine | Team of 5

- Created custom ECS Game Engine written with C and OpenGL.
- Gameplay design and implementation.
- Created game textures, and designed art style and palette.
- Produced team by assigning responsibilities, tasks and deadlines for a 5 person team.

### Engine Programmer And Graphics Programmer

2018 to 2018

#### INKPOSSIBLE

##### Custom Engine | Team of 5

- Created Custom ECS Game Engine using C++ and DirectX 11
- Created Custom Game Editor
- Implemented Unity like Material system
- Implemented Physics and Collision engine

### Lead Designer And AR Engineer

2018 to 2018

#### AR Shooter

##### Solo Development

- AR Implementation with ARKit and ARCore
- Gameplay utilizing state of the art AR tracking technology
- AppStore and Google Play API integration

### Leader Game Designer And Gameplay Engineer

2015 to 2015

#### RainbowCube

##### Shipped on AppStore with 110,000 impressions | Team of 3

- Custom Shader and VFX
- Collaboration with professional UI/UX designer
- All Gameplay code and AppStore integration

## Education

**Bachelor Of Science:** Computer Science In Real-Time Interactive Simulation

2020

DigiPen Institute Of Technology - Redmond, WA