Key

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Working Experience

Unity Software Developer
Ember Entertainment (Realm of Alters Limited)

3/2022 - 2/2023
Built a Top-down Action Strategy RPG PC game with Unity, C#.
- *Implemented multiplayer client side gameplay logic with socket.io*
- *Implemented character's abilities*
- *Implemented card system*
- *Implemented enemy AI*

Unity Software Developer
Feeling Game Company

6/2020 - 2/2022
Built Third person Rogue-lite ARPG mobile game with Unity, C#.
Project Every Hero Reached 2nd in Action Ranking in App Store.
- *Implemented interactive Menu UI and communicate from server.*
- *Implemented the equipment system and designed the data structure.*
- *Implemented player abilities for gameplay's battle.*
- *Wrote TDD (Technical Design Document) for coding.*
- *Designed new game features.*
- *Refactored codes based on coding patterns.*
- *Had a good communication with team member (Artist, Designer, PM)*
- *Worked closely with QA team for testing and debugging.*
- *Worked with Agile Development.*
- *Edited Game Advertisement Video*

Web Developer (Internship)
Guangdong Advertising Group CO.LTD.

6/2017 - 9/2017
Built data system for with Java SSM Framework

Personal Game Projects

Doki Doki House
Freelance

Since 1/2021
Visual novel PC game, used Renpy, Python

Blite
2022 Global Game Jam Project

1/2022
Side-scrolling Puzzle PC game, used Unity, C#.

Project Danmaku (Untitled)
Indie Game
Since 9/2020
Side-scrolling bullet hell Shooter PC game,
used Unity, C#.

The Lost Strings
Freelance
2/2019 - 6/2019
2D Co-op Action Adventure PC/Mobile game
used Unity, C#. Released on Steam

Home Sleep Home
2019 Global Game Jam Project
1/2019
Simulation Mini PC game, used Unity, C#.

Maze with AI
School Project
12/2018
Third person maze adventure mini game,
Compete with game AI. Used Machine
Learning and Unity, C#.

Hero Race
Indie Game
Since 11/2011
Top-down view multiplayer racing RPG, used
World Editor. Custom Map in Warcraft 3.

Technical Experience

Game Engine: *Unity, Unreal Engine 5*
(Beginner), Warcraft3 World Editor, Pygame,
Renpy, Dota2 Workshop
Programming Language: *C#, C++, Java, JavaScript, TypeScript, HTML, C, Python,*
Swift, MATLAB, Jass
Web Framework: *React, Angular, Bootstrap, jQuery, SSM, React-Native, NodeJS*
Cloud Services: *Firebase*
Database: *MySQL, Firestore*

Education

The Hong Kong Polytechnic University
MSc in Information Technology
9/2018 - 6/2020

Chu Hai College of Higher Education
BSc in Computer Science
9/2014 - 6/2018

Languages

Cantonese: *Native*
Mandarin: *Native*
English: *Fluent*
Japanese: *Fluent*

Competitions

Best Original Game in Global Game Jam Hong Kong 2022
1/2022
By the game of Blite

Bronze award in CityU App Innovation Contest
City University of Hong Kong
5/2018
By the project of Developmental Coordination Disorder Evaluation and Training
App