

Rena (RunYi) Guo

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SKILLS SUMMARY

- 3+ years experience with software and game development
- Technical Skills: C++, C#, C, Python, Unity, Unreal, UML, SQL, XML, JSON
- Programming experience in areas including: Artificial Intelligence, Gameplay, User Interface/User Experience, Databases, and Mobile Development
- Proficient in Adobe Photoshop, Illustrator, Lightroom, Premier Pro
- Quick and adaptable learner, fluent in both English and Mandarin, written and oral

PROJECT EXPERIENCE

RAGE: Rena's Amazing Game Engine

Jan 2020-Present

- Utilized Visual Studio and DirectX11 to make a game engine with a data-driven game object system
- Realized the function of drawing all kinds of 2D and 3D objects with sky boxes
- Loaded model with texture and working animation with different kinds of lighting and shadows
- Used GPU shaders to create post processing effects

Production Team Game

Loco-Locomotive: 2D 1- to 4-player Couch Co-op Action Shooter, Unity/C#

Apr 2020-Mar 2021

- Made weekly development plan, monitored project progress, and reported to advisor weekly
- Merged and tested GitHub branch for different team members on a weekly basis
- Designed and authored all the art and animation assets using Adobe Photoshop
- Published on Itch.io and setup our game front page

Mobile Programming

Oct 2020-Nov 2020

- Used Unity to make a PvE finger tabbing 3D fighting game with animation
- Applied a 2D single player fishing game with complete UI and full gameplay

Team Project: Dr. Exorcist

Nov 2019-Dec 2019

- Built an interactive fictional visual novel game with a medical simulation setting
- Created the UI and game loop focused on usability, responsiveness and visually clean but attractive
- Designed and produced art contents for the background environment, characters, and props

WORK EXPERIENCE

New Oriental Vision Overseas Consulting Company, Chongqing, China

Jul 2021-Aug 2021

Two-months Internship

- Assisted fifteen students' study abroad planning, preparation and application process
- Introduced the overall Canadian school system and each school's characteristics and requirements to the students
- Arranged individual meetings with each student to match them with the best possible and ideal schools
- Organized the booths section, prepared introductory handbooks, guided routes and collaborated with another college to present a study abroad project in the company's major international exhibition

EDUCATION

LaSalle College Vancouver, BC, Canada

Sept 2018 – Mar 2022

Bachelor of Science in Game Programming

EXTRACURRICULAR

- Enjoy playing badminton and Jogging
- Volunteer for Chinese Opera show as a photographer and face-paint makeup artist

REFERENCE

Reference upon request