

John Siyuan Wu

Software Engineer

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PROJECT EXPERIENCE

Nest Adventures — *Fall 2020 (Unity 3D, C#)*

GamePlay and Animation Programmer

Joined the dev team during post-production to help bug fix and improve the game.

- Implemented player and enemy combat animations.
- Implemented health bar, and melee combat particle effect.

Bending Four Video Player — *Fall 2020 (Qt, C++)*

Programmer

- Implemented fundamental features of the video player.
- Added support for changing background image and language settings.
- Added support for loading subtitles.

Above Ground — *Fall 2019 - Summer 2020 (Unity 3D, C#, PC, Console)*

GamePlay and Animation Programmer

- Responsible for all animations in game.
- Implemented player locomotion and skill animations.
- Implemented player and enemy combat animations.
- Implemented environment interaction.
- Developed UI including main menu, level select, game settings, in-game menu.
- Constructed a generic event trigger system for tutorial popups.

Bending Four Engine Demo — *(Visual Studio, Direct3D11, C++)*

Programmer

- Built customize game engine
- Implemented shadow mapping, processing, shader, lighting, texturing and rendering.

Scrolling Shooter Game Demo — *Summer 2019 (C++)*

Designer and Programmer

- Designed the mechanic for scrolling shooter game.
- Implemented render system of player, enemy and bullet
- Defined bullet shooting logic

Third Person Shooting 3D Game — *Fall 2018 (Unity 3D, C#)*

Designer and Programmer

- Designed the first-person shooting game level.
- Constructed the environment of the map.
- Implemented bullet generation.

CAREER OBJECTIVE

A patient and versatile junior programmer with experience on various group projects looking for opportunities to refine his skills in the game development.

SKILLS

C++, C, C# for Unity, Visual Studio, Source Tree, Azure DevOps, GitHub, Memory Management, GamePlay Systems, Tools, AI Systems, Networking, Graphics, 3D Mathematics, Calculus, Object-Oriented Programming, Maya

EDUCATION

LaSalle College Vancouver, Vancouver, B.C.

Bachelor Degree of Science in Game Programming

HOBBY

Skiing, Fishing, Travel, Play Online games

LANGUAGES

English, Mandarin