Kefan (Christy) Wu
Junior Game Programmer

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LCV Portfolio

Career Objective

Focus on co-op gameplay programming using state-of-the-art game engines including Unity and Unreal.

Skills

- ❖ Programming in C++, C, C#
- ❖ Unity/Unreal Development
- ❖ Gameplay and AI systems
- ❖ Algorithms and Data Structures
- ❖ Game design and Level design
- ❖ 3D Modeling and digital image
- ❖ GitHub and Azure DevOps
- ❖ Fluent in English and Mandarin

School Projects

- ❖ **Loco-locomotive, Unity3D/C#**   2020.03 - 2021.03
  - ➢ One year team project to develop a 2.5D co-op platforming shooter.
  - ➢ Designed and implemented the item management system to allow the player to equip different ammo types, repair the train and turrets, and fuel the engine.
  - ➢ Integrated sound effects, animation controls, and dynamic environment assets.
- ❖ **Keg Engine, C++/DirectX11**   2020.10 - 2021.12
  - ➢ One year class project to build a custom game engine using Visual Studio C++.
  - ➢ Developed a renderer to support multiple GPU shaders and post-processing effects.
  - ➢ Implemented the model loader to read and load model data for skeletal animations.
  - ➢ Implemented a particle-based physics simulation and a data-driven component system.
- ❖ **Honeycomb, Unity3D/C#**   2022.04 - 2022.06
  - ➢ Two teams project to develop a 3D Auto Chess game.
  - ➢ Implemented agent A* path-finding to find the enemy.

Education

LaSalle College Vancouver

Bachelor of Science in Game Programing   **2019.06 - 2022.09**

Hobby

Video games, Puzzles, Crabbing, and fishing