

KEVIN XU

Software Engineer

INFO

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[LinkedIn](#)



[LCV Portfolio](#)

SKILLS

- Programming in C++, C
- C# for Unity
- SourceTree, GitHub
- Artificial Intelligence
- Testing and Debugging
- MS Office
- Agile Management

EDUCATION

LaSalle College Vancouver

Bachelor of Science in Game Programming

April 2018 – March 2021

PROFESSIONAL SUMMARY

Highly motivated junior developer with experience working on multiple hobby projects. Strong programming foundation including C++, C, and C# for Unity game engine. Team-oriented and hardworking with good verbal and written communication skills.

PROJECT EXPERIENCE

- **<Dungeon Delvers>, 3D Rogue-lite RPG Dungeon Crawler**
April 2020 – March 2021 (C#, Unity, PC)
 - Implemented class stats system to store and show active character stats.
 - Implemented inventory system, income system, shop system for players to purchase items with loot box currency.
 - Implemented an armor system for the player to configure loadout.
 - Implemented character abilities.
 - Implemented training mode to show the game flow for new players.
- **<Mystic Fighter>, 3D Multiplayer Fighting Game**
October 2020 – December 2020 (C#, Unity, PC)
 - Implemented network synchronization using PhotonPun2.
 - Implemented lobby for players to create or join a room through the internet.
 - Implemented state machine to handle the character animation and used photonview animation to synchronize data.
 - Implemented collision box which can follow the animation.
- **<Extreme Hot>, 3D FPS**
October 2019 - December 2019 (C#, Unity, PC)
 - Implemented life bar, player control, and character animation for the player and enemies.
 - Implemented sound effects for fire, and movement.
 - Implemented particle system for blood spilt when enemies take damage.
 - Implemented bullet-time effects.
 - Implemented collision for bullets.

HOBBIES

- Snowboarding, Skiing
- Badminton
- Swimming
- Cooking

Favorite Games

- League of Legends
- Call of Duty
- Action RPG Open world Games (Monster Hunter: world)
- Racing Games (Need for Speed)

LANGUAGE

- English
- Mandarin

- **<Mushroom Collector> AI Pathfinding Simulation**

July 2019 - September 2019 (C++, Custom Engine)

- Implemented search algorithms including BFS, DFS, Dijkstra, A Star and used autonomous agents to compare the results.
- Used ImGui to implement UI options for debugging/testing.

- **<Raiden: Infinity>, 2D Vertical Shooter Game**

January 2019 – March 2019 (C++, Custom Engine)

- Implemented background scrolling which adjusts based on the speed of the spaceship.
- Implemented a bullet manager to handle all the bullets for enemy and player.
- Implemented sprite animation for enemy explosions, and spaceship speedup thrusters.
- Implemented collision detection.

- **<Battle King>, 2D Multiplayer Fighting Game**

January 2019 – March 2019 (C++, Custom Engine)

- Implemented sprite animation for player movement.
- Implemented a state machine to handle the animation.
- Implemented collision box.
- Used ImGui to implement UI options for debugging/testing.

WORK HISTORY

SME Computers Inc. – Technical Support Consultant

Vancouver, B.C. 10/2018 – Present

- Helped streamline repair processes and update procedures for support action consistency.
- Responded to support requests from end users and patiently walked individuals through basic troubleshooting tasks.
- Configured hardware, devices and software to set up work stations for employees.