Wallace(Weixiang) Gao

Quality Assurance Specialist

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Wallace-Gao

Website

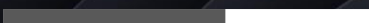https://www.lcieducation.com/en
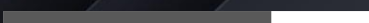/portfolios/students/64783.aspx/
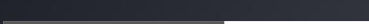#fndtn-projects

SKILLS

C++
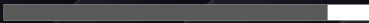
C#

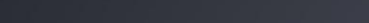Unity

Maya

Photoshop

Unreal Engine 4

Python

Zbrush

Substance Painter

EXPERIENCE

**Total War: WARHAMMER game mod – XML / RPFM / self project /
Winter 2022 – Present**

- Playtesting and finding bugs.
- Used Google Sheets to design and balanced each unit's data.
- Designed and implemented more than thirty units for Warhammer III.
- Published game mods via Steam Workshop and have over ten thousand subscribers in total.

WallG Engine – C++ / DirectX 11 / Summer 2020 – Winter 2022

- Implemented a pipeline tool that uses Assimp 5.0 for importing three-dimensional models and skeletal animations.
- Implemented a math library with support for three-dimensional geometry and linear algebra.
- Implemented a graphics engine with support for graphic processing unit shaders, real-time shadows, and post-processing.
- Implemented an artificial intelligence library with support for optimal path search, finite-state machine, and autonomous steering.

**Dynamic Universe – C++ / WallG / LaSalle College Vancouver /
Winter 2021 – Winter 2022**

A three-dimensional space economy simulation sandbox game created in a custom designed engine, known as WallG.
- Defined game objects with components to support trade ships, planets, and factories.
- Used Google Sheets to manage each ship's movement and mining speed.
- Designed and implemented artificial intelligence ship behaviours.
- Designed and implemented an economic system.
- Balancing resources via Google Sheets.

**Super Neon Colosseum – C++ / Unreal Engine 4 / Vancouver Film
School / July 2017 – December 2017**

A third-person three-dimensional hovercraft tank combat local multiplayer deathmatch.
- Bug write-ups.
- Design and created three different three hovercraft tanks in Maya.
- Texturing hovercraft tanks in Substance Painter.
- Design and Implemented all visual effects in Unreal Engine 4.
- Orchestrated lighting in arena map.
- Created and polished level assets.

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EDUCATION

Bachelor of Science in Game Programming
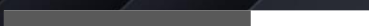
LaSalle College Vancouver

2021 September

Game Design Diploma

Vancouver Film School

2018 September

LANGUAGES

English

Chinese

Japanese

HOBBY

D&D

Modding

Japanese Animation

Warhammer

EXPERIENCE

Hyper Divers – C++ / Custom game engine / LaSalle College Vancouver / Summer 2019 – Fall 2019

A two-dimensional third-person top-down shooter where the player uses different weapon to eliminate enemies.
- Implemented attacking drone artificial intelligence.
- Implemented three polymorphic weapon systems.
- Implemented a data-driven tilemap system manager with a custom map editor.

Elementech – C# / Unity / LaSalle College Vancouver / Summer 2020 – Summer 2021

A two-dimensional competitive multiplayer fighting game assembled in Unity.
- Testing the level and each special abilities.
- Designed and implemented character movement, attacks, platforming, and special abilities.
- Designed and created level layout and environment traps.
- Designed and implemented all front-end and gameplay interface.

Subshift – C# / Unity / Vancouver Film School / April 2017 – July 2017

A two-dimensional side-scrolling puzzle game where player controls the shape of a ship to solve various puzzles.
- Testing the level and each special abilities.
- Designed a ship with three different formations, along with their special abilities.
- Designed three different traps, as well as methods to disarm them.
- Designed and implemented an entire level.

Lost Relic – C# / Unity / Game Gym project / February 20, 2022 – February 27, 2022

A three-dimensional third person action platformer where the player must use a box to solve puzzles.
- Testing features, functionality, and reporting bugs.
- Designed and implemented three different puzzles,
- Designed a created a level.