

Henry Liao

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Summary

- **2 years** of **software** and **game** development experience
- Proficient in **C++** and **C#** programming languages
- Familiar with version control systems such as **Git** and **Azure Dev Ops**
- Programmed **gameplay** and **AI** features, worked on **engine** development, and built games using **Unity**
- Effective team leader, **team player**, communicator, problem solver, and **self-directed learner**

Experience

AI Programmer / Indie Developer

Gladiator Game

Vancouver, BC

Jul 2021 – Present

- Designed and developed a 2D **AI** gladiator combat simulator game in **Unity**
- Implemented gameplay systems for melee/ranged combat, multiple weapon types, and consumable items
- Implemented an AI that can dynamically decide when to fight, flee, or find items based on combat fitness of nearby enemies and situational worth of nearby pick-ups.

Engine Programmer

Sage

Vancouver, BC

Jan 2020 – Present

- Developed a 3D game engine with **C++** and **DirectX11**
- Implemented **graphics** features such as 3D rendering, custom shaders, phong-shading, and shadow maps
- Added support for **skeletal animations** and **3D model loading** via the Open Asset Import Library

Programming Peer Tutor

LaSalle College Vancouver

Vancouver, BC

Sep 2020 – Jun 2021

- Tutored students on video game programming subjects such as C, C++, C#, algorithms, and data structures
- Held one-on-one and group tutoring sessions in an online setting via Microsoft Teams

Gameplay Programmer / Creative Director

Loco-Locomotive

Vancouver, BC

Apr 2020 – Mar 2021

- Developed a local co-op action game using **Unity**, inspired by games like “Space Invaders” and “Overcooked”
- Teamed up and **collaborated** with five other members to bring the game concept to life
- Implemented **gameplay** systems, like local multiplayer controls, and **lead the team** as creative director

Education

Bachelor of Science degree in Game Programming

LaSalle College Vancouver

Vancouver, BC

Dec 2021 (Anticipated)

- Learned software and video game programming skills and C++ as the core programming language
- Took courses including gameplay, tools, physics, AI, network, engines, graphics, and animations programming

References

Available upon request