Kevin Chou   *Software Engineer*

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What inspires me

I have always been fascinated by Action/RPG/Adventure/Survival Games, and I find myself enjoying discussing my experience of the UI/UX in these games. I have a strong desire to research and implement UI features that could enhance the quality of life for the players.

EDUCATION	GAME DEV. SKILLS	OTHER SKILLS
LaSalle College Vancouver **Bachelor of Science in Game Programming** **2017~2021** **The Art Institute of Vancouver** **Game Art & Design Diploma** **2013 ~ 2016**	C/C++ C#/WPF Java Python Unity GameMaker: Studio Unreal	GitHub Jenkins Azure DevOps PhotoShop Autodesk Maya

Student Project Experience

Luna

January 2020 ~ June 2020

A 2D platformer game developed in Unity with a team of 4 game designers, 1 artists and 5 programmers. I have participated in this project as a generalist programmer. I had contributed to developing the checkpoint system, typed-damage handling system, screen transition, environmental hazard/traps and lockable/unlockable door system.

Gunner's Construct

June 2020 ~ September 2020

A 3D shooter game developed as a solo project in Unity. In this project, I have developed a modular weapon system using polymorphism, coded the player model to play appropriate imported animation on various actions, as well as having the upper body of the player model to rotate appropriately relative to where the player is aiming at. I have also implemented a UI for managing the player's equipment, inventory and customizing the modular weapons.

Agri Cultura

April 2020 ~ Present

A 2D farming simulation game developed in Unity as a solo project. In this project, I focused on creating a polished UI, which features an inventory UI with transition animations, a hotbar system that allow the user to choose an item to use by using the mouse scroll wheel, a vendor UI which the user can purchase items from, as well as an item system developed using polymorphism.

DOGE (Deluxe Omnipotent Graphics Engine)

April 2019 - April 2020

A custom graphics engine developed using C++ and DirectX11 as a solo project. In this project, I have implemented various GPU shaders, texturing, lighting and keyframe based animation systems. The engine can import and render .OBJ 3D models in the scene and features a move-able camera as well.

RPG Character Editor

June 2018

A WPF application developed as a solo project. This project features various tools that allow for editing a RPG character sprite by importing different custom images. It also can be used to edit the character's inventory, the character's current equipment and the character's stats. The application also features a save and load feature, which could then be used to save the character class as a XML file to be used elsewhere or loaded back into the editor for further editing.