**WEITAO YIN**

Game programmer

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**Skills**

C/C++, C#, Unity, Unreal, Networking, Database programming(TSQL)

**Academic Experiences**

**2D SUNGOKO (C++) 2016**

A 2D game that player shoot bullet to kill enemies and dodge the attack from enemies.

* Add different AI for each enemy.
* Different types of bullets for player use.

**Custom 3D game engine (C++), 2017**

The engine built by DirectX 11 for 2D and 3D rendering. It can be used for shaders, post-processing and 3D animation.

* Model importing and exporting to binary files.
* Pixel, vertex and geometry shaders for 3D models.
* 3D models animation using keyframes, bones and vertex weights

**Artificial Intelligence Library (C++), 2017**

Library that uses different pattern in Artificial Intelligence: pathfinding, steering, grid-based collision system.

* Simple pathfinding system using A\* and Dijkstra
* Stage-machine included walking, running and wandering stages.

**Party Crasher (Unity5 / C#), 2016-2017**

A multi-players game that players gathering coins and beat monsters together.

* Worked with a team that included programmers and designers.
* 4 mini-games during play and a cool boss fight at the end.
* Implemented most things that player can interact with, also worked on the AI with enemies’ movement and audio system in the whole game.
* Implemented Some animations in the game.

**Anime Fan (Unity5 / C#) 2017-Present**

A music game that made by Unity5, like most regular music games, hit the notes and the right time to get higher scores. It is a personal to learn how to use Unity5 better.

* Implemented a beat detection system for the music and created the animation based on beat detection.
* Implemented a game system which included gameplay, settings and uploading functions

**Education**

The Art Institute of Vancouver (Lasalle college Vancouver), January 2015- March 2018

*Bachelor of Science in Game Programming*

An in-depth three-year course highlighting the importance of lower level programming with C++. Many important topics are covered such as memory management, OOP, polymorphism, templating, algorithms, multithreading, graphics, AI, physics, calculus, and more.