

## PROFESSIONAL SKILLS

Language Skills	<b>Mandarin (Native), English (Advanced), Japanese (Advanced)</b>
Programming Language	<b>Python, C#, Javas, SQL, R, C/C++, HTML&amp;CSS, JavaScript, Matlab, Unix Scripting</b>
Research and Analysis	<b>RStudio, Pandas, MySQL, Git, Excel, LaTeX, Jupyter notebook</b>
Prototyping	<b>Unity 2/3D, Unreal 5, Arduino, Figma, Sketch, Blender, Autodesk 3D Max, Adobe Creative Suite (Photoshop, Premiere, Audition, etc.),</b>
Other	<b>AI behaviors, Object-oriented Programming (OOP), Data Oriented Programming (Entity-Component System), Version Control with Git, Data structures and algorithms, Data analysis and visualization, Player controls, Physics interactions and simulations, Performance and Optimization, QA/Automation testing</b>

## PROFESSIONAL EXPERIENCE

May 2024 - Present	<b>Game Director, Lead Developer</b>	<b>Rogue Studio</b> , ON, Canada
Led a team of six in the development of a music-themed rogue-like game, taking charge of the design and implementation of core mechanics from concept to prototype. Provided strategic feedback and refine multiple iterative to align gameplay with the creative vision and enhance player experience.		
Oct. 2021 – Aug. 2023	<b>Lead Software Design Engineer</b>	<b>East China University of Science and Technology Press</b> Shanghai, China
Directed the development of <i>Chong Qi Qing Chun</i> , an educational mobile and disk-based application, implementing educational theories into effective gameplay in collaboration with linguistics. Led engine and framework development, integrating QA automation to boost bug detection by 40% and enhance overall stability and user engagement.		
Oct. 2021 – Aug. 2023	<b>Unity and Python Developer</b>	<b>KID Fans Club</b> , Shanghai, China
Directed a team of six in developing <i>Migrant</i> , a top-selling game on PC platform, leveraging agile workflows to reduce project time by 15%. Led design, prototyping, and mentoring efforts, resulting in innovative gameplay, a 30% boost in code quality, and a 25% rise in team productivity.		
Nov. 2020 – Aug. 2021	<b>Co-Op / Intern</b>	<b>Advanced Micro Devices</b> , Inc., Shanghai, China
Collaborated with architecture and global performance teams to support the development of next-gen GPU architectures. Designed analytical tools and frameworks in Python and R to streamline post-silicon workflows, improving performance evaluation and validation efficiency.		
Jul. 2019 – Jan. 2021	<b>Software Design Engineer</b>	<b>1982 Game</b> , Remote US
Designed core systems and mechanics for <i>Yi Zi Qian Jun</i> , an online visual novel game successfully launched on mobile platforms. Introduced new technologies to boost team efficiency by 20% and partnered with artists to optimize performance, increasing frame rates by 20%.		
Jun. 2018 – Oct. 2020	<b>Game Developer</b>	<b>Yuki Game</b> , Remote China

Developed game systems and automation scripts in Python and Unity C# to streamline workflows and enhance functionality. Managed content and data pipelines, leading to the successful Steam release of *Lighter*, with positive user feedback and consistent post-launch updates.

## **PROJECTS**

Oct. 2023 – May 2024	<b>Web Developer - WordPress</b>	<b>Fabrik Architect</b> , Kitchener, ON, Canada
(part-time)	Designed and developed responsive, user-friendly WordPress websites with advanced features, boosting user clicks by 72% and project consulting by 37%. Managed full software lifecycles for 8 key projects with 100% on-time delivery and a 16% budget surplus, while training staff to independently maintain internal web functions.	
May 2021 – Aug. 2022	<b>DevOps - Benchmark-Automation</b>	Shanghai, China
(project-based)	Led a Python automation project to streamline GPU driver testing across platforms, increasing test coverage by 30% and reducing manual effort by 60%. Integrated benchmarking tools and CI/CD pipelines via Jenkins, enhancing deployment efficiency and aligning with modern software engineering practices.	

## **EDUCATION**

Sep. 2019 – Aug. 2023	<b>B.S. in COMPUTER SCIENCE WITH MINOR(S) in DATA SCIENCE, APPLIED MATHEMATICS, STATISTICS</b>	
	<b>University of Washington</b> , Seattle, WA, U.S.	<b>3.72 / 4.0</b>
	Scholarship: DEAN'S LIST 2020 – 2023	

## **TEACHING EXPERIENCE**

Oct. 2024 – Present	<b>Computer Science and AP Teacher</b>	<b>Toronto International Academy</b> , ON, Canada
(part-time)	Teach Grade 11 and 12 Computer Science courses under the OSSD curriculum, fostering high academic standards and student engagement. Develop comprehensive lesson plans that integrate theory with practical programming, collaborate with colleagues to enhance materials, and design AP course structures aligned with College Board standards for AP exams.	
March. 2024 – Present	<b>STEM Teacher</b>	<b>Intelligent International Academy</b> , ON, Canada
(part-time)	Delivered comprehensive math and science instruction aligned with the OSSD curriculum, achieving strong academic outcomes and preparing students for AP exams, with 85% scoring 5. Designed engaging lesson plans incorporating hands-on activities and technology, led after-school programs, and used data analysis to adjust teaching strategies, enhancing student performance.	
Aug. 2023 – Aug. 2024	<b>Math and Science Teacher</b>	<b>Virtute Innovation and Arts School</b> , ON, Canada
	Planned and delivered standards-based, multimodal lessons tailored to diverse learners. Facilitated interactive instruction and weekly staff seminars to evaluate course progress and implement strategies for continuous improvement in student outcomes.	

## **CERTIFICATIONS**

2020 - 2023	<b>THE UNIVERSITY OF WASHINGTON ANNUAL DEAN'S LIST</b>
2020	<b>Arctic Code Vault Contributor</b>
Jun. 2019	<b>The 5th Annual International Mathematical Modeling Challenge Finalist and Meritorious</b>