

# Woody Wu

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## **PROFILE:**

I am a talented programmer who can and willing to very quickly pick up new programming languages, tools and software. I am familiar with agile teamwork environment and very eager to solve technical problems and communicate with others.

## **SKILLS:**

### PROGRAMMING:

- C++(5 years), C#(4 years), Java, C, Ruby, Ruby on Rails, Processing,
- OpenGL, Winsock, SQL, HTML, CSS, JavaScript, jQuery, MATLAB

### IDE&SOFTWARE&HARDWARE:

- Unity3D, Unreal Engine, MySQL, Processing, Ogre3D, GitHub, Perforce,
- Visual Studio, Xcode, Eclipse, MonoDevelop, Maya, Premiere, Wordpress,
- HTC Vive, Oculus Rift, Kinect, Vuforia, Photon Network.

### LANGUAGES:

- English (Professional working proficiency)
- Mandarin Chinese (Native proficiency)

## **EXPERIENCES:**

### **Self-employed Programmer**

Vancouver, Canada, September 2014-

- Programmer of various games
- Working on my indie game: *Check in please*, available soon on Steam
  - Use Unity and C#
- Working on my game engine: WooEngine.
  - Use Visual Studio, C++, GLEW(an OpenGL library)
  - Source code on GitHub: <https://github.com/jstzwd/WooEngine>
- Worked on a chat application using C++ and Winsock.
  - Source code on GitHub: <https://github.com/jstzwd/WooNetwork>

### **Gameplay and UI Programmer – Akimbo Creations Inc.**

Vancouver, Canada, May 2016- November 2016

- Programmer of the Action Adventure game *Arc Continuum*, available on Steam PC
- Use Unreal Engine 4 and C++

### **AI and Gameplay Programmer – Druid Gameworks Studio**

Vancouver, Canada, October 2015- April 2017

- Programmer of the RPG game *Witanlore: Dreamtime*, available on Steam PC
- Use Unreal Engine 4 and C++

### **AI Programmer – MountainWheelGames**

Vancouver, Canada, October 2015- April 2016

- Programmer of the Multiplayer Survival game *Stone Rage*, available soon on Steam PC
- Use Unreal Engine 4 and C++

### **Programmer – Glowstick Games**

Vancouver, Canada, October 2015- February 2016

- Programmer of the First Person Shooting Strategy game *Dead Acres*, available on Steam
- Used Unity3D and C#

### **AI and Gameplay Programmer - Demigod Studios**

Vancouver, Canada, September 2015- January 2016

- Gameplay Programmer of the new PC Real Time Strategy game *After the Fall*.
- AI Programmer of the horror game *Neptune Rising* available soon on PC.
- Used Unity3D and C#

### **Indie Developer/Programmer - iOS/Android Adventure Game: *Anne's Dream***

Vancouver, Canada, June 2015-July 2015

- Used Unity3D+C# to develop.
- Published on [AppStore](#)/[GooglePlay](#)/[360appstore\(China\)](#)/[Wandoujia appstore\(China\)](#)

### **Front-End Programmer – The Station website(CDM industry project)**

Vancouver, Canada, May 2015- August 2015

- Used HTML+CSS+Javascript+jQuery+Wordpress to develop.

### **Programmer – nognz iOS App (CDM industry project with nognz Brain Fitness Company)**

Vancouver, Canada, January 2015-April 2015

- Used C#, worked on Unity **Asset Bundle** writing and reading.
- Used **Entity Framework** for MySQL database development.
- Created an in-game engine, which can be used for iterations of games with grid.

### **Student Researcher, Programmer - State Key Lab of CAD&CG, Zhejiang University**

Hangzhou, Zhejiang, China, July 2013-June 2014

- Mainly used C++ and Ogre3D
- Researched on Computer Graphics and OpenGL
- Virtual Keyboard-Hand Simulator, an *863 National Project*, developed with Ogre3D

### **Lawyer Assistant - Zhu Dehua Law Firm**

Taizhou, Jiangsu, China, July 2012-August 2012

### **Intern Network Engineer - China Mobile, Taizhou Branch**

Taizhou, Jiangsu, China, August 2011

- Worked as an intern network engineer, mainly on network maintenance and hardware.

## **EDUCATION:**

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09/2014- 04/2016:

### **Master of Digital Media**

Center For Digital Media (UBC, SFU, Emily Carr, BCIT), Canada

09/2010—06/2014:

### **Bachelor Degree of Engineering**

Digital Media Technology Department, College of Computer Science and Technology  
Zhejiang University, China

09/2010—06/2014:

### **Certificate of Law as the Second Major**

Guanghua Law School  
Zhejiang University, China

## **OTHER PROJECTS:**

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*Relativity*, Unreal Epic MegaJam

Programmer, October 2015

Developed a third person adventure game using Unreal Engine and C++ within a week with another two programmers during Unreal Engine's Epic MegaJam.

*Pumpkin's Adventure*, iOS/Android 2D Platform Game

Programmer, August 2015- September 2015

Use Unity3D+C# to develop a 2D platformer endless runner game.

*Monster*, Valve VR Game Jam

Programmer, July 2015

Developed a first person action adventure game with Unity3D and **HTC Vive**, **Oculus Rift**.

*Doodoo Fight*, Ludum Dare 32 Game Jam

Programmer, April 2015

Developed a local co-op 2D leisure game.

*Redemption*, Global Game Jam 2015

Programmer, January 2015

Developed a storytelling puzzle game using Unity3D.

*Lonely Planet*, Ludum Dare 31 Game Jam

Programmer, November 2014

Developed a casual game with Unity3D

SHUIMO

Programmer, November-December 2014

Developed a Chinese style limbo-like side-scrolling game with Unity3D.

*Schizophrenia*

Programmer, October 2014

Developed a game simulating schizophrenic patients' daily life with Unity3D and Oculus Rift.

*Fish, Bella Game Jam*

Programmer, October 2014

Developed a game for children suffering from lung disease using Unity3D.

*The Good The Bad and The Monkey*

Programmer, September-October 2014

Developed a storytelling multi-ending game using Unity3D.

*EcoZilla, CDM Design Jam*

Programmer, September 2014

Developed a tiny environment-related side-scrolling game using Unity3D.

*Virtual Keyboard, Hand Simulator*

**Branch of a National 863 Project**, Programmer, July 2013-June 2014

A hand simulator that can read data from depth camera to simulate hand motions and keyboard input, used Ogre3D to develop.

*Race*

Programmer, Team Leader, April-June 2013

First game with Unity3D.

*Data Visualization Program*

Programmer, November 2012-January 2013

Taught team members how to use Processing, and solve the problem of IEEE VAST 2009.

*Karaoke Scoring System*

Programmer, November 2012-January 2013

Developed a Karaoke scoring tool using MATLAB.

*Voice Recognition System*

Programmer, September 2012

Developed a tool that helps recognize certain person's voice using MATLAB.

**INTERESTS:**

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Gaming, Chinese calligraphy, reading novels, music, playing basketball, watching movies, cooking.