

Woody Wu

Phone: +1(778)996-8288

Website: <http://woodydev.com>

Email: jstzwd@gmail.com

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++(6 years), C#(5 years), Python, 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, Linux
- HTC Vive, Oculus Rift, Kinect, Vuforia, Photon Network.

LANGUAGES:

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

EXPERIENCES:

Software Engineer – Nexus Media Limited

Vancouver, Canada, October 2017- Current

- Working on cutting edge online multiplayer mobile games with Unity+C#.

Programmer – Check in, Please

Vancouver, Canada, December 2015- Current

- Indie game title coming to Steam on PC/App Store, Google Play on mobile.
- Programmer of client side and server side using Unity+C#+Photon.

Self-employed Programmer

Vancouver, Canada, September 2014 - Current

- Programmer of 27 projects.
- 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#

Designer/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 Game

Vancouver, Canada, May 2015- August 2015

- Used HTML+CSS+Javascript+jQuery+Wordpress to develop the promotion site.

Programmer –nognz Brain Fitness (nognz iOS App)

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:

09/2014- 04/2016:

Master of Digital Media

The University of British Columbia, 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:

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

Manager/Programmer, August 2015- September 2015

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

Monster, Valve VR Game Jam

Manager/Programmer, July 2015

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

Doodoo Fight, Ludum Dare 32 Game Jam

Manager/Programmer, April 2015

Developed a local co-op 2D leisure game.

Redemption, Global Game Jam 2015

Manager/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

Manager/Programmer, November-December 2014

Manager of the team of six. 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:

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