

# Kai Wang

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## EDUCATION

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2021 - 2023 Game Programmer at **Futuregames**  
2020 - 2021 Information Technology at **University of New South Wales**  
2016 - 2020 Computer Science B.S. at **Southern University of Science and Technology**

## WORK EXPERIENCE

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2023 Nov - 2024 Pre Gameplay Programmer Contractor at **Supercell**  
New game prototyping in Unreal, responsible for implementation of player character, camera, main game mechanism and core gameplay design.

2023 May - 2023 Nov Engine/System Programmer Intern at **Avalanche Studios Group**  
Continuous integration for engine and game projects. Reimplement Perlin Noise for core library. Replacing old UI system's usage to newer version uses ImGui. Investigating Input frame lag issue in Input system.

## PERSONAL PROJECT

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**Farming-RPG template** [Github](#)

General farming rpg game systems exploration in Unity. Implementation for Inventory System, Grid System, Dialogue System, Save System, Time Manager, Crops Manager etc based on object-oriented architecture.

**Bevy rhythm game** [Github](#)

A rhythm game made in rust using Bevy out of interest.

**ECS** [Github](#)

A simple data-oriented ECS written in C++. And a remake experiment version in [rust](#)

## SKILLS

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**Programming Language (with X years of experience)**

C/C++, Rust, C#, Python, Lua

**Software and Others**

Unity, Unreal, Godot, Linux, Perforce, Jira, Github, Visual Studio