

Kai Wang

Portfolio

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EDUCATION

- **Futuregames** Stockholm, Sweden
Game Programmer *Aug. 2021 – Dec. 2023*
- **University of New South Wales** Sydney, Australia
Postgraduate study in Information Technology *Aug. 2020 – Jun. 2021*
- **Southern University of Science and Technology** Shenzhen, China
Bachelor in Computer Science *Sep. 2016 – Jun. 2020*

EXPERIENCE

- **Tenstar Simulations** Falun, Sweden
C++ Programmer *Aug 2025 - Present*
 - **Workflows:** Develop and maintain features for real time vehicle-simulation features in C++ proprietary engine. Developed and maintained simulation engine subsystems. Debugged and resolved engine-level issues related to physics(Physx) and rendering(DirectX) system. Daily workflow includes regular code review and collaboration with developers for simulation exercises.
 - **ImGui Debug Tool:** Implemented several in-engine ImGui debug tools used to diagnose soil simulation, assets exporting behavior during development and exercises.
 - **Rust Text to Speech Tool:** Developed an internal tool using Rust to allow designers to generate text-to-speech via Elevenlabs API. Improving content creation workflow.
 - **Lua Hot-reloading:** Implemented Lua hot-reloading feature for gameplay and training logic, allowing real-time updates without restarting the engine and significantly improved iteration speed
- **Supercell** Shanghai, China
Unreal(C++) Gameplay Programmer *Game Trailer* *Nov 2023 - June 2024*
 - **Workflows:** Collaborate with 5 other developers to create a mobile game prototype on IOS platform on Unreal 5.
 - **Gameplay:** Architected and implemented core systems including character controller (3C), gameplay ability system (GAS), build & crafting system, UI framework, and local multiplayer functionality.
 - **Animation & UI:** Partnered with artists to integrate and optimize character animations, UI/UX, and abilities visual effects
 - **Build:** Managed the complete iOS build pipeline, configuration, and deployment processes.
- **Avalanche Studios Group** Stockholm, Sweden
Engine Programmer Intern *Mar 2023 - Nov 2023*
 - **Workflow:** Delivered scoped mentoring tasks in Jira: implementation, code review, and integration.
 - **Perlin Noise:** Implemented a Perlin noise generator in the engine mathematics library
 - **ImGui:** Migrated legacy in-engine debug UI to ImGui

PROJECTS

- **kaibi:** Personal engine playground for learning purpose and experimenting core systems—events, logging, memory allocation, and rendering— explore engine architecture and modern C++.
- **ECS (C++ & Rust):** Implemented a small custom ECS in C++ for learning, applied in a simple shooter prototype. Rebuilt the ECS in Rust with archetype-style storage to explore more efficient entity look up and management.

PROGRAMMING SKILLS

- **Languages:** C++, Lua, Rust