

Kai Wang

[Github](#) | [Linkedin](#) | [Portfolio](#) | [✉ kaiwang980527@icloud.com](mailto:kaiwang980527@icloud.com)

WORK EXPERIENCE

- 2023 Nov - 2024 Jun Game Programmer in Level Up Team at **Supercell**
Collaborate with 5 game developers to create a mobile game on IOS platform in Unreal 5.
Design and implement core game mechanics, player 3C, UI, GAS, and local multiplayer functionalities. [Game Trailer](#)
- 2023 May - 2023 Nov Engine Programmer Intern at **Avalanche Studios Group**
Integration and resolving conflicts between engine and game projects.
Reimplement Perlin Noise Generator for engine core library.
Replacing old UI system's to newer version with ImGui.
Investigating Input frame lag issue in Input system.

PERSONAL PROJECT

- Farming RPG** [Github](#)
Developed a farming RPG in Unity, implementing general systems and gameplay mechanics
- ECS** [Github](#)
ECS and a shooter game made out of interest written in C++.
- A remake experiment version in Rust [Github](#)
- Bevy rhythm game** [Github](#)
Rhythm game made in Rust using Bevy out of interest.

EDUCATION

- 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**

SKILLS

Programming Language

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

Software and Others

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