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| C:\Users\Cohort23\Desktop\henry-logo-Edited\strong color - no frame.png**Henry Dai** | **Mobile** | 469-500-5430 |
| **E-mail** | hdai.sd@gmail.com |
| Game Programmer | **Website** | www.HenryDai.net |
| **Skype** | hdai.sd |

**Education**

**The Guildhall at SMU,** Master of Interactive Technology, Graduated May 2016

*Specialization* : Software Engineering | *GPA* : 3.88 / 4.0

**Chung Hua University**, Bachelor of Science, Graduated Sep 2009

*Specialization* : Software Engineering | *GPA* : 3.55 / 4.0

**Technical Skills**

**Programming Language Experience**: C#, C++, Javascript, Unreal Script, GLSL, WebGL, DirectX, Android Phone, HTML, PHP, MySQL

**Software Experience**: Visual Studio 2008/2010/2013/2015, Unity4, UE 4, UE 3, Eclipse, Perforce, Git, SourceTree

**Concepts:** 2D / 3D Graphics, State Based AI, OpenGL, DirectX, Server / Client Framework, Android Apps, Data-Driven System

**Project Experiences**

**Professional Projects**

* ‘*Hero Academy 2’*, Chess-like tactics card game (Unity)
* ‘*Orcs Must Die! Uncahined*’, 3D Tower defense game (Unreal Engine 3)

**Individual Projects**

* ‘*Data-Driven Dynamic Quest System*’, Master’s thesis (C++)
* ‘*Skeletal Animation System*’, animation system (C++, OpenGL)
* ‘*Procedural City Generator*’, procedural generation (C++, OpenGL)
* ‘*Simple Miner*’, ‘*Minecraft*’ remake (C++, OpenGL)
* ‘*Ant Colony*’, AI project (C++)
* ‘*Town*’, rogue-like data-driven dungeon adventure game (C++, OpenGL)
* ‘*C23 Max Exporter*’, plug-in for 3DMAX, converting file to own format (C++)

**Team Projects**

* + ‘*Gravitas’*, first-person puzzle game (Unreal Engine 4) (Team size: 13) (Software Engineer)
  + ‘*Cult’*, multiplayer first person shooter game (Unreal Engine 4) (Team size: 8) (Sole Software Engineer)
  + ‘*Avian Apocalypse*’, 2D side-scroller game (Unity 4) (Team size: 4) (Sole Software Engineer)

**Professional**

**Gameplay Programmer**, BonusXP Inc., *Hero Academy 2*, worked on a 20+ people team, May 2017– Now, Plano TX, USA

* Designed, refactor, polish overall UI & UX.
* Implemented tutorial flows for first time user.
* Added new features on existing systems.
* Implemented general gameplay features.

**Gameplay Programmer**, Robot Entertainment, *OMDU*, worked on a 50+ people team, May 2016– May 2017, Plano TX, USA

* Designed and implemented tools for overall game contents.
* Implemented A.I. behaviors for certain enemy characters.
* Implemented several general gameplay features.

**Software Engineer**, Self-Employed, worked on a 1-3 people team, May 2012 – Aug 2014, HsinChu, Taiwan

* Analyzed and finalize specs with clients.
* Responsible for implementing & designing features based upon client’s request.

Most Recent Projects

* + Designed a website for ‘*ZenHer Chinese Medicine Clinic*’ in HTML / JQuery / PHP / MySQL.
  + Designed an application for ‘FirePro Wireless Company’ in Java / Android.
  + Designed a customized POS application for ‘Yourstar Car Parts Retailer’ in C#.

**Software Engineer**, Atop Technology Inc., worked on a 5-8 people team, Nov 2010 – May 2012, ChuBei, Taiwan

* Analyzed and finalized specs with clients, and help client resolve software issues.
* Designed and implemented webpage in JavaScript for existing product.
* Designed and implemented application on Android phones for existing product.

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| * Zombies | * TV Series | * Travel | * Movie | * Swim | * Board Games |

**Interests**