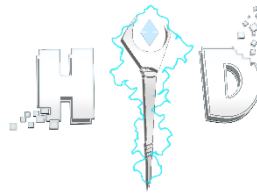


Henry Dai

Game Programmer



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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.

Interests

- Zombies
- TV Series
- Travel
- Movie
- Swim
- Board Games