**Kai Chuan Hsiao** [kaichuan.hsiao@gmail.com](file:///C:\Users\kaichuan.hsiao\Downloads\kaichuan.hsiao@gmail.com)

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| [www.kaihsiao.com](file:///C:\Users\kaichuan.hsiao\Downloads\www.kaihsiao.com) / [linkedin.com/in/kaihsiao](file:///C:\Users\kaichuan.hsiao\Downloads\linkedin.com\in\kaihsiao)  **Work Experience**  **Associate Software Engineer, Riot Games 04/2019 – Current**  **C:\Users\Kpmj\AppData\Local\Microsoft\Windows\INetCache\Content.Word\0.png League of Legends**   * Work with artists on improving champion skin creation pipeline for   League of Legends   * Implement data-driven feature for animation system   **Software Engineer, Visual Concepts (2K Games) 05/2015 – 03/2019**  C:\Users\khsiao\Desktop\07ff40e.png **NBA2K20 ( PS4/ XBox 1/ PC/ Switch )**   * Worked closely with designers on unannounced basketball features.   **NBA2K19 ( PS4/ XBox 1/ PC/ Switch )**   * Implemented Dodgeball Battle Royale game mode. * Shipped capture the flag game mode after game launched. * Worked closely with designers on console aim assist feature and animation-driven gameplay. * Worked closely with server engineer on client-server design and implementation.   **NBA2K18 ( PS4/ XBox 1/ PC/ Switch )**   * Implemented Gatorade Gym feature in The Neighborhood. * Worked closely with artists to set up interactive gym props from Maya scenes. * Worked closely with designer on gameplay for Gatorade Gym. * Refactored existing systems to support multiple mini-games in the new gym design.   **NBA2K17 ( PS4/ XBox 1/ PC )**  **NBA2K16 ( PS4/ XBox 1/ PC )**   * Worked closely with artists to implement various in-game menus.  |  | | --- | | C/C++ | | 3D Math | | Linear Algebra | | System Design |   **Technical Skills**   |  | | --- | | Physics Engine | | Physics Simulation | | UI System Pipeline | | UI Frontend Features |  |  |  | | --- | --- | | Animation Driven Gameplay | | | Client-Server AI System | | Path Finding | | Aim Assist Feature | |

**Education**

[**DigiPen Institute of Technology**](https://www.digipen.edu/)**,** Redmond, WA **09/2012 - 12/2015**

Bachelor of Science in Computer Science in Real-Time Interactive Simulation

[**Fu Jen Catholic University**](http://140.136.240.107/english_fju/), Taipei, Taiwan **09/2006 - 06/2010**

Bachelor of Business Administration in Information Management