**Kai Chuan Hsiao** [kaichuan.hsiao@gmail.com](file:///C%3A%5CUsers%5Ckaichuan.hsiao%5CDownloads%5Ckaichuan.hsiao%40gmail.com)

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| [www.kaihsiao.com](file:///C%3A%5CUsers%5Ckaichuan.hsiao%5CDownloads%5Cwww.kaihsiao.com) / [linkedin.com/in/kaihsiao](file:///C%3A%5CUsers%5Ckaichuan.hsiao%5CDownloads%5Clinkedin.com%5Cin%5Ckaihsiao)**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.

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| C/C++ |
| 3D Math |
| Linear Algebra |
| System Design |

**Technical Skills**

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| Physics Engine |
| Physics Simulation |
| UI System Pipeline |
| UI Frontend Features |

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| Animation Driven Gameplay |
| Client-Server AI System |
| Path Finding |
| Aim Assist Feature |

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**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