

## Work Experience

### Associate Software Engineer, Riot Games

04/2019 – Current

#### 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

#### 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.

## Technical Skills

Animation Driven Gameplay	Physics Engine	C/C++
Client-Server AI System	Physics Simulation	3D Math
Path Finding	UI System Pipeline	Linear Algebra
Aim Assist Feature	UI Frontend Features	System Design

## Education

DigiPen Institute of Technology, Redmond, WA

09/2012 - 12/2015

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

Fu Jen Catholic University, Taipei, Taiwan

09/2006 - 06/2010

Bachelor of Business Administration in Information Management