

Lin Hui-En

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EDUCATION

Yuan Ze University, Taoyuan (Sep 2015 – Jun 2018)

Degree: Bachelor of Science

Major: Information Communication

Overall GPA: 3.44

Yuan Ze University, Taoyuan (Aug 2013 – Jun 2015)

Degree: Bachelor of Science

Major: Information Management

Relevant Courses: Computer Programming, Data Structure, Introduction to Computer Science, Game Production, Game Design, Game Programming, Computer Graphic, Database Management

Computers Skills: Unity, Unreal Engine, OpenGL, Xcode, Visual Studio, Android Studio, Blender, Illustrator, Photoshop, Ableton Live

Programming: C++, C#, UE4 Blueprint, GLSL, Git, SQL, Shell Script

WORK EXPERIENCE

Seekrtech, Taichung (Jul 2017 – Jun 2021)

Unity Software Engineer (Jan 2019 – Jun 2021)

- Worked on a mobile to-do list app with gamification feature in a cross-functional team
- Implemented all game mechanics in C# with UniRx, designed code architecture and database schema
- Defined art assets standard, developing level design and UI building tools, improving productivity
- Executed project in Scrum framework, scheduling work accurately

Front-End Engineer (Internship) (Jul 2017 – Sep 2017; Jul 2018 – Sep 2018)

- Developed several websites for company and products with HTML, CSS, and JavaScript
- Refactored browser extension, developed new features, and connected server APIs, increasing number of users by 60,000
- Defined static website skeleton for future product webpages, reducing time for developing a new website

PROJECTS

Hourglass: Project Norn (Oct 2017 – May 2018)

Game Programmer

- Implemented several significant gameplay features such as player movement, item interaction, and boss AI
- Collaborated with game designer, designing system and keeping it implementable
- Imported shader effects for visual experience, making graphics more lively
- Presented game at largest student exhibition in Taiwan, with over 80,000 people visiting

Pinka (Jan 2016 – May 2017)

Game Programmer

- Designed game mechanics with educational features to teach English vocabulary
- Implemented several significant gameplay features in C# with Unity, such as user input, UI, combat system, and map generation
- Won 1st place in educational digital media competition, which contained over 20 other projects from three different universities eligible for rewards

EXTRACURRICULAR ACTIVITIES

Game Design Club (Sep 2015 – Jun 2018)