

# Kai Wang

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## EDUCATION

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- **Game Programming**  
Futuregames. Swden  
2021-Pre
- **M.S. Information Technology**  
The University of New South Wales, Australia  
2020-2021
- **B.S. Computer Science**  
Southern University Of Science And Technology, China  
2016-2020

## PROJECTS

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- **FarmingProject** [Github Link](#)  
A solo Unity project working on several generic systems that a farming game contains  
*C#, Unity*
- **Camping with your human** [Github Link](#)  
3d-person exploration game made in Unity  
*C#, Unity*

## SKILLS

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- **Technologies**  
*C#, C++, Unity, Unreal, Python*
- **Project Management**  
*Agile, Scrum*

## OTHER EXPERIENCE

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- Unreal team project, *What lurks below*, where I get to explore AI behavior tree
- Unity team project, *Daba*, where I'm responsible for gameplay logic

## Links

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- [Github](#)
- [Linkedin](#)
- [Portfolio](#)