

Kai Wang

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EDUCATION

2021 - present Game Programmer at **Futuregames**
2020 - 2021 Information Technology at **University of New South Wales**
2016 - 2020 Computer Science B.S. at **Southern University of Science and Technology**

SIDE PROJECT

Farming-RPG template [Github](#)

A solo Unity side project where I get to explore game systems that a farming RPG generally has. The project contains Inventory System, Grid System, Dialogue System, Save System, Time Manager, Crops Manager etc overall 6000+ lines of code based on object-oriented architecture. Each system maintains in a self-independent way, decouples from the others and easy for extending.

TEAM PROJECT

Camping with your human [Github](#)

This is a third person mystery exploration game where you play as a dog protecting your human. It's made in Unity and I implemented the customised event system for the game events, state machine for AI and several game mechanisms.

What lurks below [Github](#)

This is a my first unreal team project where I get to experiment AI behaviour tree.

SKILLS

Unity, Unreal, C#, C++, C, Python, MySQL, Perl
Git, Perforce, Agile