

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](#)

General farming rpg game systems exploration in Unity. Implementation for Inventory System, Grid System, Dialogue System, Save System, Time Manager, Crops Manager etc based on object-oriented architecture.

ECS in SDL2 [Github](#)

A simple data-oriented ECS written in C++.

Boid Simulaion [Github](#)

A GPU based compute shader simulation that mimics the behaviour of boids. The project is written in **rust** through **wgpu** API and heavily based on [austin-Eng's webgpu samples](#).

SCHOOL PROJECT

Camping with your human [Github](#)

Responsible for scriptable event system, AI state machine and game mechanisms.

What lurks below [Github](#)

Responsible for implementing enemy AI through Unreal behaviour tree.

SKILLS

Programming Language

C#, C++, Python, Rust

Softwares

Unity, Unreal

Project management

Git, Perforce, Agile