


Ryan Leung

Game Programmer

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CORE SKILLS

Flexibility, Quick learner, Open to feedbacks, Problem solving, Teamwork, Innovative, Ambitious, Unity Game Development, Object-Oriented Programming (OOP), Software Development Life Cycle (SDLC)

TECHNICAL CAPABILITIES

Proficient in:

Java, C#, Unity Game Engine, Azure DevOps, Git, GitHub, HTML/CSS, JavaScript, jQuery, Bootstrap, WPF, XAML, MySQL, MongoDB, SQLite

Familiar with:

C++, Python, Rust, UML, Agile Scrum, Jira, Bamboo, Unreal Engine, SourceTree, PHP

LANGUAGES

- English (Fluent)
- French (Fluent)
- Chinese Cantonese (Basic)





EDUCATION

Champlain College Saint-Lambert 2021

DEC - Computer Science - Legacy to Mobile

- 3-year Technical Program
- Honor List – averages 90%+
- Active member of the Esports Team (2020)

INTERESTS

-  Video games
-  Tools programming
-  Game design
-  Music

PROFESSIONAL SUMMARY

Experienced in the **Video Games industry** with over **30 000+ hours of gameplay** in various genres leading to the development of **unique, refined games**. Eager to learn and improve. Known for **quickly resolving bugs** and **implementing features**. Skilled in working in an **agile environment**.

PROFESSIONAL EXPERIENCE

CAE Healthcare

September 2022 - Present

Unity Developer

Developed maintainable code and tools.

- Worked with various parts of the Unity Game Engine such as Addressables, Animation, Editor, Localization, Packages, Timeline.
- Implemented healthcare scenarios and data structure based on design requirements.
- Created new tools and editor scripts, and refactored existing ones **enhancing development efficiency and productivity by 45%**.
- Fixed bugs and updated tests providing a more robust codebase.

MINDGEEK

September 2021 – June 2022

UNITY PROGRAMMER

Engaged to maintain codebase and implement gameplay features.

- Designed and prototyped new game concepts and game modes added on as an extended feature to the core game **increasing 52% of user interactions**.
- Developed a weekly automated event which sped up the design process and ultimately reduced the workload of the game designer.
- Maintained and bug fixed the codebase within the Unity scripts and the class libraries
- Refactored and improved code readability and optimization.

MOTION MIRACLES

February 2021 – May 2021

GAME DEVELOPER INTERN

Designed and developed mobile games ready to be published.

- Devised and prototyped multiple hyper casual mobile games from scratch with a given theme and concept.
- Presented the developed prototype concisely, encouraged open-minded feedbacks resulting in a smoother development process.
- Implemented requested game design changes on time and followed a procedure of progress iterations.