

Yi Fei Xue

Game programmer

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EXPERIENCE

SupAR Games, Toronto — *Game Development Intern*

April 2018 - August 2018

Programmed portal based mobile AR games using Unity C#.

Built custom screen recording plugin for Unity iOS.

Ignis Innovation, Waterloo — *Software Co-op*

February 2015 - April 2015, January 2016 - April 2016

Developed data visualization tools in C# and C++ for testing panel colour accuracy.

Designed source control and build automation tools in house.

Configured Jenkins to perform builds and report errors to the appropriate developer.

BrainStation Academy, Waterloo — *Teaching Assistant*

August 2015 - September 2015

Taught youth web development with HTML, CSS, JS and Bootstrap.

Lead additional interactive sessions breaking down the design of existing websites.

Revised erroneous or misleading sections of lesson material.

EDUCATION

TriOS College, Toronto — *Video Game Design and Development*

September 2018

Don Mills Collegiate Institute, Toronto — *Ontario Secondary School Diploma*

July 2012

PROJECTS

Pirates.net — *Pipe Dream inspired puzzle game*

Players rotate nodes to connect to treasure while avoiding the FBI.

Implemented flexible level design and editing scheme for rapid design iteration.

Built using Phaser for PTBO Game Jam 4

Musical Missile Mania — *Missile command-like rhythm game*

Players launch missiles by playing music. Keys are laid out to imitate a musical keyboard.

Adapted geometry shader to render neon wireframes for 80's aesthetic.

Built using Unity for PTBO Game Jam 3

Card & Effect — *CCG and FPS mashup*

Players move and shoot enemies by playing cards from their hand.

Built using Unity for Ludum Dare 41