YUHAN MA

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SUMMARY

Game programmer with a game designer background. Experienced in building data-driven and modular systems for managing resources. The majority of projects were made with Unreal Engine 4 and 5. Both C++ and blueprints were used. Enjoy works includes optimization, gameplay, data management, networking.

SKILLS

- **C++, C#:** OOP, Data Structures, Data Serialization, UnitTest
- **Unreal Engine:** Blueprints, Datatable, Replication, Networking, LevelStreaming, Optimization
- **Other:** Unity, Construct2, GitHub, GitLab, ImGui, MySQL, Blender, Lua

WORK EXPERIENCE

Unreal Engine Programmer at **Happy Tomato** | Taiwan, July 2023 – Aug 2024
Utopia8 - Build and maintain dedicated server codes to work with backend servers.
- Dynamic instance level streaming for server and clients
- Data-driven economic system to spawn/generate resources for players
- Data-driven place object system that handles player's data from player and database
- Gameplay elements and UI widgets
- Memory optimization for asset references in Unreal Engine

PROJECT EXPERIENCE

The Treasure Below - Unreal Engine 5 - Solo Dev | Nov 2024 - Oct 2025
A third person action game with satisfying melee combat and ever-increasing challenges.
- Variety of weapons with unique style, consumables, and power up items
- Multiplayer implementation with listen server (host as player)
- Custom AI for enemies
- Adventure Mode
  - Implement level streaming for unlocking area
  - Implement chaos destruction for breakable objects
  - Level design and boss fight
- Arena Mode
  - NPC implementation (Shops & Arena Master)
  - Arena gameplay loop (Enter ,Fight, Win/Lose, Exit)
  - Enemy waves scale with difficulty chosen
- Self publish through Steam and implement SteamSDK

Ape Inventory - Unreal Engine 5 - Solo Dev | June 2024
An inventory system in C++/Blueprint for generic game purposes
- Container and items generation
- Data driven containers and items
- Inventory component for player and containers
- Sort and transfer in container and UIs

[Shaman](#) - Unreal Engine 4 - Team - Blueprint Programmer | Canada, Nov 2020 – June 2021
An action game where the player solves puzzles and fights enemies

- Made 3 types of enemies with their own AIs and behaviors
    - AI has vision detection and hit reaction to player
    - Behavior would determine and change the enemy state
- Implemented modular blueprints using datatable for design tuning
- Implemented UI for player and enemies

Games Development Intern - Construct 2 - Team | Taiwan, Sep 2018 - Mar 2019
10+ games made in Construct 2 for children and elders to play on TV platform

- Responsible for game design & programming
- Prototype devices adaptation from EverMore

EDUCATION

Bachelor of Science in Game Programming & Diploma in Game Programming
LaSalle College Vancouver

2019 - 2023

- 3D Graphic Programing
- Animation for Games
- Artificial Intelligence
- C++11 and 14
- C# .NET
- Concurrency & Parallel Programming
- Database
- Game Design
- Game Engines (Unity & Unreal)
- Gameplay Programming
- Network Programming
- Project Management
- Real Time GPU Programming
- Software Development

Bachelor of Art - Multimedia & Game Design
Yu Da University

2016 - 2019