YUHAN MA

admgmtt@gmail.com | (+886) 912-937-372 | in Linkedin⊕Website ⍾Github | Taipei, Taiwan

PROFESSIONAL SUMMARY

Game programmer with a game designer background. Experienced in building data-driven and modular systems for managing resources. 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

Ape Inventory - Unreal Engine 5 | 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 determined and change the enemy state
- Implemented modular blueprints using datatable for design tuning
- Implemented UI for player and enemies

Cosmic Divinity - Unity - Team - Programmer | Canada, Nov 2020 – June 2021
An action game where the player solves puzzles and fights enemies.
- Added audio, VFXs, and UIs
- Fixed bugs and add adjustments

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