

# Hui En Lin

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## Summary

I am a communicative programmer with a great deal of experience in collaborating with people from different roles. As a programmer with professional experience in developing products as a software engineer for 2 years, I can implement product features independently and optimize them efficiently.

When being assigned to a new working environment, I can adapt myself quickly and start contributing to the projects.

## Frameworks / Tools

Unity

Unreal Engine

Open CL / Open GL / Vulkan

React.js / Next.js

AWS / GCP

## Programming Languages

C++

C#

Javascript / Typescript

Kotlin

Python

GLSL

Shellscripts

## Experienced Genres

Mobile gamification

Strategy game

2D scroller action games

3D action game

2D/3D puzzle games

## Present

### MS in Game & Media Technology (CS related)

Utrecht University, Netherlands

Sep 2022 - Present

- Advanced C++ programming techniques, specializing in optimizing performance effectively
- Acquired knowledge of neural networks, leveraging AI to enhance game development process
- Developed knowledge in computer graphics, including building a GPU ray tracer using C++
- Participated in a research project focused on VR development, utilizing Python to create tools

## WORK EXPERIENCE

### Software Engineer

Seekrtech, Taiwan

Jan 2019 – Jun 2021

- Worked on a mobile to-do list app from scratch with gamification features in a cross-functional team
- Implemented game mechanics in Unity C# with UniRx, designed architecture and database schema
- Defined art assets standard, developing level design and UI building tools, improving productivity
- Executed project in Scrum framework, scheduling work accurately
- Supported senior Android engineer for a product that impacts over 30 million users, developing new features, AB Testing with UI/UX designer, refactoring code base from Java to Kotlin, fixing bugs

### Front-End Engineer (Internship)

Jul 2017 – Sep 2017

Seekrtech, Taiwan

Jul 2018 – Sep 2018

- Developed several websites for the company and products with web languages, and frameworks.
- Refactored browser extension, and developed new features, increasing the number of users by 60,000
- Defined static website skeleton, significantly reducing time for developing a new website
- Implemented new features for the company's internal system as a full-stack developer, using Vue.js, Ruby on Rails, and PostgreSQL

## EDUCATION

### Bachelor of Science in Information Communication

Yuan Ze University, Taiwan

Sep 2015 – Jun 2018

- Fundamental Computer Science and Game Development
- Developed a variety of games throughout the academic program.
- Specialized in gameplay and game AI programming, contributing significantly to the development and enhancement of game mechanics and AI systems.
- Presented game at the largest student exhibition in Taiwan, with over 80,000 people visiting.