

# Peter Zhengyang Pan

Programmer, Game Developer

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Passionate, eager-to-learn programmer and game developer seeking a collaborative work environment where coding and teamworking skills can be used to create engaging games. Experienced in utilizing Unity 3D platform for designing, prototyping, and developing client work, as well as in-house projects, mobile games and interactive stories on time and on budget using the Agile methodology. Familiar with modern programming languages like C#, C++, C, Python, and Java; able to write reliable, well-documented, scalable, and reusable code; quick to learn new concepts, solutions, and technologies.

## EDUCATION

Centre for Digital Media [Vancouver, BC] MDM, Sept. 2018 – Aug. 2019

- Master of Digital Media (MDM)
- Role: Lead Programmer, Scrum Master

University of Western Ontario [London, ON] BMOS, Sept. 2013 – June 2018

- Bachelor of Management and Organizational Studies (BMOS)
- Specialization in Finance, Major in Computer Science
- Elected President of Chinese Students & Scholars Association (2016-2017)

## GAME PROJECTS

Princess Pretty Tum-Tum | Mobile, 2D, Casual Game/Mini Games

**Team Project | Client: Dr. Rachel Ralph (UBC) & Truly Social Games (Vancouver)**

*Lead Programmer, Scrum Master; Unity 3D & C#*

*A fun mobile game comprised of micro-games that nudge its players toward environmentally positive social action.*

- ▶ Developed 3 mini games and led the process of integrating 5 mini games into one game.

Contractor City | Mobile, 2D, Idle Game

**Team Project | Client: Fortis BC & BC One Call**

*Lead Programmer, Scrum Master; Unity 3D & C#*

*A low-pressure incremental game that rewards users for using the BC One Call system and aims to bring about behavioral change.*

- ▶ Designed fun, engaging game mechanics and implemented them in a playable prototype.

Lilliputian's Travels | PC, 3D, Adventure Game

**Team Project**

*Lead Programmer, Scrum Master; Unity 3D & C#*

*A survival-adventure game where the player collect, combine, and explore as a 5-inch man.*

- ▶ Developed basic enemy AI that patrols routes, detects player by sight, and chases player.

## OTHER PROJECTS

Textbook.town | Team Project

*Backend Developer; Python & Flask*

*This project aims to allow users to bid on used textbooks posted by other users, thus determining fair market values for sellers who often do not know how to price their books.*

- ▶ Responsible for designing and implementing login and search functions.

“hueing intensifies” | Team Project

*Backend Developer; C++ & Wt*

*In order to gain first-hand experience on IoT development, the focus of the project was creating an interface for connecting to and interacting with a Philips Hue light system through a web browser.*

- ▶ Wrote the backend code for communicating with a Hue bridge device over LAN.