

Peter Zhengyang Pan

Programmer, Game Developer

zhengyang_pan@thecdm.ca | Portfolio: <http://zpan.ca>

Passionate, eager-to-learn programmer 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.

WORK EXPERIENCE

Nexus Media [Vancouver, BC] Software Engineer (Intern), Oct. 2019 – Dec. 2019

- In charge of developing the Lobby and Combat UI for a new mobile game using Unity 3D
- Wrote robust and efficient C# code, utilize APIs for communication between game client and server side
- Implemented Shop, Upgrade, Forge, Roulette and Settings systems

EDUCATION

Centre for Digital Media [Vancouver, BC] MDM, Sept. 2018 – Dec. 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 exploring different control inputs (gestures, gyroscope, accelerometer)
- ▶ Led the process of integrating 5 mini games into a complete experience

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 the math and growth models for a continuously challenging and rewarding gameplay
- ▶ Implemented a backend for collecting analytic data to gain insights on user behavior

WEB PROJECTS

Textbook.town | Team Project

Backend Developer; Python & Flask

A second-hand textbook bidding website that determines 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

An interface for connecting to and interacting with a Philips Hue light system through a web browser.

- ▶ Utilized Philips API for communicating with a Hue bridge device over LAN.