

Ian Wang

BA (Hons.) in Digital Media Game Arts, [York University](#) 2019 - 2022

Diploma in Interactive Media Design, [Seneca College](#) 2017 - 2019



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Work Experiences

Software Developer — [Tigercat Forestry Simulator](#) | [Tigercat Industries Inc.](#) | Paris, ON May 2023 - Present

• *Features Implementation*

- Implemented a diverse range of features in Unity and Vortex Studio based on project requirements

• *Optimization and Maintenance*

- Collaborated closely within the team to manage, organize, optimize, and maintain the codebase and graphics.
- Troubleshooted the issues affecting frame rates on GPU or CPU sides
- Maintained technical document and integrated simulator versions

• *Unity Editor Extension*

- Developed a variety of extensions tools to streamline workflow processes, particularly automating repetitive tasks

• *Shader*

- Crafted custom shaders to achieve the specific effects such as skybox blending, LOD crossfade transitions, foliage bending, etc.

• *Environmental Art*

- Strategically used GPU instancing, static/dynamic batching, occlusion, and LOD to reduce draw calls and enhance frame rates.
- Implemented a dynamic sky system associated with lens flare and weather effects
- Created dynamic animals using BOWS algorithm
- Created custom URP post-processing effects

Unity Gameplay Programmer — [VR Adventure Puzzle Game - Scotty](#) | [Visualhawk Studio](#) | Toronto, ON Jun 2022 - Mar 2023

- Developed and incorporated new gameplay features, emphasizing the quest system and character interactions, which encompassed elements such as input, locomotion, camera perspectives, and animations
- Optimized existing AI and pathfinding systems to enhance code efficiency and AI behavior's accuracy
- Collaborated with designers and artists to define requirements and iteratively build program solutions
- Identified and provided updates on technology risks and obstacles to technical directors
- Monitored testing and troubleshooting in the final stages of game development before going live

Freelance Unreal Developer — [OYA Scale Up Immersive](#) | [OYA Black Arts Coalition](#) | Toronto, ON Dec 2022 - Mar 2023

- Collaborated with artists and production companies to convert their creative ideas to environmental concept art in Unreal Engine

Other Experiences

Lead Graphic Designer | [York University Digital Media Student Association](#) | Toronto, ON Dec 2020 - Apr 2022

- Designed digital assets for promoting events, campaigns, and workshops. Acted as a liaison between students and faculties

Artist Assistant — [Pulse Topology](#) | [The Bentway Toronto](#) | Toronto, ON Sep 2021 - Oct 2021

- Provided on-site assistance with the installation of the artwork Pulse Topology at the Toronto Exhibition Place

Side Projects

Solo-dev — [Sci-fi Action Role-playing Game - Neon Flash](#) | Unreal Engine 5 Aug 2022 - Present

- Designed and developed a Cyberpunk-themed, Souls-like ARPG. Featured a seamless melee combat system

Lead Programmer — [Chaotic Crossing Guard Game - Traffic Jam](#) | Unity Jan 2022 - Apr 2022

- Led the team implementing the core gameplay functionalities. Created a dynamic and interactive traffic AI system