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# SHUAIYING HOU

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Portfolio:  
[shanehou.carbonmade.com](http://shanehou.carbonmade.com)

Github:  
[github.com/reckhou](https://github.com/reckhou)

Stack Overflow:  
[stackoverflow.com/users/  
1153066/reck-hou](https://stackoverflow.com/users/1153066/reck-hou)

## Summary

Game Designer and Programmer. Have over five years of industry experience. Worked in several mobile game projects as lead programmer. Have designed and developed over ten game prototypes on PC/Console platform. Two game projects successfully passed the selection phase(Greenlit) of the Steam gamers community and were allowed to be released on the Steam platform.

## Skills

In everyday use: Unity3D, C#

Other: Unreal Engine, C++, Maya, Substance Painter, Objective-C, Golang, Java

## Experience

### X.D. Network Inc.

#### Lead Programmer 2016.1 - 2016.8

Developed a VR shooting game based on Unity3D Engine.

Developed a VR adventure game based on Unreal Engine.

### Solin Games Co., Ltd.

#### Lead Programmer 2015.6 - 2015.12

In charge of a 3D top-down shooter game prototype development based on Unity3D engine.

### X.D. Network Inc.

#### Lead Programmer 2012.4 - 2015.5

In charge of research jobs in new areas, including:

- Designed a middleware between game engine and system API on wearable devices. Developed a universal framework based on Apple Watch and Android Wear under Unity3D.
- VR games on PS4 made with Unity3D & Unreal Engines, including Oculus & Playstation VR.

Served as team leader of Project Road to Immortal(神仙道) and prototype development of Unity3D project "Beat Kung Fu Champion". Been involved in

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game system design and development; game engine improvement; online bugs collection; player statistics; automated distribution; game localisation.

Designed a new type of packaged game asset files, with automation tools around it.

Been involved in the initial development of Unity3D title Triple Defense(塔塔塔防), and implemented the major structure of the game server.

**Caton Technology (Shanghai) Co.,**

**Programmer 2011.7 - 2012.3**

Develop software on embedded video system & single-chip microcomputer.

**Education**

National Film & Television School, UK 2017.2 - 2019.1

MA Games Design & Development

Shanghai University of Engineering Science 2007.9 - 2011.7

Bachelor of Engineering

Automation (Automobile Electronic Engineering)

**Side Projects**

I have made over ten game prototypes and side projects. For my portfolio, please visit [shanehou.carbonmade.com](http://shanehou.carbonmade.com).

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