Rui Yin

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https://ray-yin.com

Video Game Design& Development

Core Competences

C++, C# Coding experience.

Unreal and Unity development experience.

Construct 3 development experience.

Photoshop, 3DS Max, Pro Tools experience.

GitHub, Trello Miro experience.

Team designing experience.

Team project experience.

Localization experience (English to simplified Chinese).

Playtests participate experience (Ubisoft Massive Studio).

Working Experience

2021-2022

EverGlitch (Capstone Project)

Working with a group to create Capstone Project

Responsible to creating enemy AI, level, enemy turret, puzzle, and HUD system.

Volunteer Experience

2022-08-05

Ubisoft Massive Studio

Participated Ubisoft Massive studio playtest.

2020-2022

Star Citizen Localization team

Responsible to translate in-game content and dialogue from English to simplified Chinese.

Education

George Brown College (2022-Now)

Ontario College Graduate Certificate, Game Design Program (Postgraduate)

Toronto Film School (2021-2022)

Diploma, Video Game Design & Development

Centennial College (2014-2017)

Diploma, Hospitality Management