

# Ping-Han Ho

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## Summary

A bilingual gameplay programmer that has some experience of UI, game design and graphics.

## Education

**Bachelor of Science | fall 2017 ~ fall 2021 | DigiPen institute of technology**

• Major: Real-Time Interactive Simulation

**Bachelor of Science | fall 2011 ~fall 2015 | National Cheng Kung University**

• Major: Math

## Skills

● C/C++	● Math	● OpenGL
● Unreal	● Unity	● UI
● Game Design (Basic)	● Mandarin (Native)	● Japanese (Basic)

## Academic Team Project

**Gameplay/Audio Programmer | Shadow Runner**

**Sep 2021 ~ Dec 2021**

*3D first person shooting game in Unreal engine*

- Used C++ to play the audio files and cooperate with game play.
- Designed test levels that teaches player game features.

**Gameplay Programmer | The Man**

**Sep 2020 ~ April 2021**

*3D third person puzzle game in Unreal engine*

- Developed gameplay function “Hand” that can interact with environment.
- Worked with artist to form game menu.

**Programmer | Nohra**

**Sep 2019 ~ April 2020**

*2D third person platform game in custom engine*

- Supported camera control functions in game and editor.
- Implement UI elements such like menus and slider bar.

## Academic Solo Project

**Programmer | Procedural Magic Circle**

**May 2021 ~ July 2021**

*3D package in Unity engine*

- Used math functions to draw images and particles
- Calculated the motions to animate them