

Ping-Han Ho

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Summary

A 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 ~ Aug 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 ~ Aug 2021

3D package in Unity engine

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