

Haotian Luo 骆皓天

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SKILLS

- Go, C++, Java, Python, C#, PostgreSQL, Unity, Git, Visual Studio
- Object-Oriented Programming, Game Design, Database Design

EXPERIENCE

AWS SNOW FAMILY, AMAZON - SOFTWARE DEVELOPMENT ENGINEER

OCTOBER 2022 - PRESENT

- Implemented recommended device ordering schedule with Java back-end for data migration plan
- Implemented group billing logic for new device and merge 4 separate orders into 1 single payment
- Checked operational board and investigated on metrics that exceed normal threshold
- Improved DynamoDB entries retrieval with batch operation to reduce latency by over 90%
- Participated in new device launch sprint and deployed new pre-production stages for 18 services
- Engaged with Product Manager for reviews and feedbacks to iterate software design

PROJECT TIMEBALL, U OF T GAME DESIGN - GAMEPLAY DEVELOPER

SEPTEMBER 2021 - JANUARY 2022

- 2-player split screen 3D Sport Game, developed with two other programmers
- Implemented player movements, ball passing/shooting, round system, and tutorial level
- Wrote C# script for audio manager and imported Background Music/SFX into gameplay
- Cooperated with Modelling/Animation/Music team and set up group meetings/internal deadlines
- Game release on itch.io page: <https://haotian-luo.itch.io/dodge-time>

MILLIONAIRE TEAM, UKEN GAMES - GAMEPLAY DEVELOPER

MAY 2020 - MAY 2021

- Worked with Unity C# to develop game features such as Battle Pass and spinning wheel
- Worked with reference data (JSON files), retrieved and modified values in tsv file
- Helped QA tasks and tested for bugs, created tickets and reported to bug trackers

EDUCATION

UNIVERSITY OF TORONTO - BACHELOR OF APPLIED SCIENCE & ENGINEERING

SEPTEMBER 2017 - JUNE 2022

- Major in Computer Engineering (Computer Science Courses CGPA: 3.9/4.0)
- Minor in Artificial Intelligence Engineering

PROJECTS

- *Elemental Escape* – 2D indie game: https://store.steampowered.com/app/2530860/Elemental_Escape/
- *Sokoban Game*, building heuristic function and implementing Search Algorithms with Python
- *Pac-Man Game*, implementing multi-agent Minimax and Expectimax search with Python
- Distributed System, key-value storage and replication servers with Java
- Heart Disease Risk Prediction, collect/process raw data and classification Neural Network with Python
- *Discrete Event Network Simulator GUI*, Electron JS application with React and Typescript
- File System, Cooperative and Preemptive Thread Scheduling with C – Operating System
- UDP File Transfer and TCP/IP Text Conference with C – Socket Programming
- Relational Algebra, JDBC, and Database Schema Design with PostgreSQL
- Implementations of ORM with Python, multi-thread database server with RUST, and RPC with C++
- GIS (“Google Maps Project”)/Travelling Salesmen, navigation app using OpenStreetMap API with C++