Mei Yee Do

Graduate Gameplay Programmer | 4 years of Making Games

+447955 635701 | meiyeedo@gmail.com | linkedin.com/in/mei-yee-do-29867b212 | https://mydo99.github.io/index.html

Introduction

An enthusiastic and organised game developer, game design online tutor, and a graduate from the Computing for Games course at Falmouth University with a passion for game design techniques. Committed to developing engaging and innovative game mechanics that captivate players across diverse genres. I am eager to learn and enhance my skills by embracing new challenges and experiences within the gaming industry.

Key Skills

Soft and Transferable Skills

- Teamwork
- Communication
- Time Management
- Organisation
- Analytical Thinking
- Problem Solving
- Critical Thinking
- Self-Initiative
- Creativity
- Adaptability
- Leadership

Programming Languages

- C# (6 years)
- C++ (3 years)
- Python
- HTML
- SQL

Technical Skills

- Unity (4 years)
- Unreal Engine 5 (UE5) (3 years)
  - including Blueprints
- OpenGL (1 year)
- Windows Forms (2 years)
- Agile
- Quality Assurance
- OOP
- Version Control (4 years)
  - Especially using Fork

Experience

Online Tutor

Software Academy
August 2025 – Current

- Teaching students from 8 to 16 years old how to use Unreal Engine with Blueprints and Unity with C#
  - Supporting students to develop projects with a complete game loop
  - Troubleshooting bugs and errors with code on the spot, with explanations
  - Explain parts of the code that are easily understandable
- Planning lessons outside of working hours in line with the course curriculum
- Rapid prototyping unique mechanics outside the curriculum to enhance student engagement and learning
- Writing end-of-term reports for each student to document their progress on a particular skill
- Communicating with the admin team to send lesson recordings to students, organise catch-up sessions, and suggest further support for students who may be struggling
- Evaluating self-development within my role by receiving and reflecting on feedback from an experienced tutor

Projects

AI and Combat Programmer

Daydream Studios
September 2024 – May 2025

- Utilised a variety of in-engine tools and systems, including animation blueprints, state machines and the enhanced input system in UE5
- Implementing and improving enemy AI using NavMesh and behaviour trees
- Integrated player attack combos and a shield mechanic with a durability system
- Enhanced the movement to immerse the player in playing as a young, playful girl
- Used Agile alongside version control to manage the workflow of the project
- Provided technical expertise to the team's designer to guide them in using the engine and prototype features that enhance each level
- Worked together with one of the concept artists to implement UI features and layout UI assets to look clean and visually appealing
- Worked with the audio designer to integrate sound effects in the game using the FMOD plugin

Gameplay Programmer

Deathcap Studio
September 2023 – May 2024

- Used OOP principles and inheritance to integrate the mechanics in Unity C#
- Created an exciting boss fight with three different attacks
- Collaborated with the UI designer to create visually pleasing and robust UI systems
- Implemented visual effects using particle systems and UI elements to enhance the world we were building
- Created a save and load system to transfer between levels for our game

Education

Falmouth University

Computing for Games (BSc) | Grade: 2:1
September 2022 – May 2025

- Written a dissertation about context steering, a framework for smoothing AI movement
- Created a graphics simulation of the Aurora Lights in OpenGL using C++
- Completed a prototype of a boss fight in UE5 using Blueprints and C++, alongside UE'S optimisation and profiling tools
- Practised Agile in collaborative and solo work by applying Scrum techniques throughout my course
- Maintained multiple university projects from other modules regularly using version control
- Honed my programming proficiency by continuously testing, debugging, and profiling my work to refactor the code accordingly

Alongside my studies, I was also a **course and department rep** for the computing subject area, which involved additional responsibilities, including:

- Leading and communicating with other computing reps to provide advice and support with the student rep process
- Surveying, collating, and raising verbal and written feedback from my peers on the course
- Ensuring the smooth running of rep meetings by writing up agendas for rep meetings to adhere to
- Organising meetings with other course reps and lecturers as part of the course improvement process
- Managing my time between collating feedback from my peers and other course reps, whilst working on my other modules

References

References are available on request.