

Leqi (Nancy) Wan

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Passionate AR/VR Tool and Game Developer

Skills

Languages: C#, Python, JavaScript/TypeScript, ReactJS, Node.js, GraphQL, SQL, C++

Tools & Technologies: Unity, Git, AWS, Azure(certified), Firebase, UE4

Soft Skills: Agile development, multi-disciplinary teamwork, efficient communication

Work Experience

Tools & System Developer, Yumebau Inc. - C#, Lua, Unity

Sep 2022 - Current

- Built the editor and runtime **content config system** for our **VR** IP, to support saving, editing and patching of user-generated game assets to ensure consistency and integrity.
- Developed the foundation of the server package for our **VR** IP, including the **Oculus user sign-in** and the **gizmo inventory system**, and coordinated with the gameplay team to integrate to the client repo.
- Built the foundation of editor and runtime UI tools for our **VR** IP, including a wristpod app and a runtime debug menu in a configurable data-driven manner with **Oculus Interaction SDK** and **Unity UI Toolkit**.
- Led the game development of an **AR** "scavenger hunt" hosted on YumeGO **iOS** and **Android** apps, featuring a procedural generated DDoS game and at-location dialogue-driven experience using **Lua**.

Lead Unity Developer, Yumebau Industry Project - C#, Lua, Unity

Jan 2022 - Apr 2022

- Led the development of roblox-style **AR** mini games for **iOS** devices with YumeGo's internal SDK and conducted game behavior scripting using **Lua** and **xLua** framework in **Unity**.
- Collaborated with client, UX and game designers to design and implement new mechanics for various components (UI Control, trajectory simulation, charge block, etc.) to innovate within the client's SDK.

Software Developer Co-op, RBC - Node.js, ReactJS, Azure, AWS

May 2020 - Aug 2020

- Developed a full-stack middleware micro-service to manage chat-bot's knowledge bases using **Stencil.js** and **Node.js** with reference to **Azure Cognitive Service APIs** and **AWS S3 storage**.
- Collaborated with UX and product owners to create add-ons for internal websites, refined the product based on feedback, and demonstrated proof-of-concepts to senior managers.

Agile Developer Intern, SAP - TypeScript

Sep 2019 - Apr 2020

- As feature owner of the series marker show/hide customer enhancement, collaborated with UX to elaborate on use cases and liaised with senior engineers for quality and consistency.
- Took charge of the charting UI quality control (bug tracking, fixing, regression analysis, etc.) for SAP HANA Analytics Cloud within a huge monorepo in **TypeScript** and **SAP UI5**.

Selected Side Projects

AquaKitty Game - C#, Unity (tinyurl.com/yckmzwx)

Sep 2021 - Current

- Led the development of a multi-level 2D underwater platformer game in **Unity**, implemented enemy guarding patterns with state machine, built with **WebGL** and deployed to **Unity Play**.

Portfolio Site - Next.js, GraphQL, GraphCMS (tinyurl.com/mr2uyuxb)

Sep 2021 - Current

- Built my personal portfolio site with **Next.js**'s static site generation (**SSG**) for fast page loading with prefetched resource data from **GraphCMS**.

Concert With Friends - ReactJS, Node.js, MongoDB (tinyurl.com/2p8aam6y)

May 2021 - Aug 2021

- Implemented user sign-up/login, profile editing with **Redux** store for user state management, and end-to-end join/leave group features.

Education

MDM, Centre For Digital Media (Colab of UBC, SFU, ECUAD, BCIT)

Sep 2021 - Dec 2022

- Coursework: UX for VR, Game Design, Foundation in Digital Media

BSc., Computer Science and Statistics, University of British Columbia

Sep 2016 - Aug 2021

- Coursework: Software Architecture, Computer Vision, Machine Learning, Databases, Operating Systems