

Software Engineer Bo Wang

Location: Jersey City, United States **Phone number:** 9176024182 **Email address:** bw1690@nyu.edu

Portfolio: <https://www.bowangames.net/>

LinkedIn: <https://www.linkedin.com/in/%E5%8D%9A-%E7%8E%8B-8246311b2/>

Github: <https://github.com/slvr7>

PROFILE

Experienced Software Engineer with 4+ years of expertise in **real-time systems, game engine development, and cross-platform tooling**. Proven track record in building high-performance gameplay systems, SDK integrations, and backend-connected features. Skilled in **C++, C#, Kotlin** and **Java**. Solid working experience in EA Sports with an earned AAA title : **College Football 2025**

WORK EXPERIENCE

Software Engineer EA Sports

04/2023 – present ORLANDO, FL

- Built and optimized core systems for **College Football 25**, including Dynasty mode and backend-integrated notification/messaging framework.
- Developed custom animation, data visualization, and editor tools within the **Frostbite engine**, enabling faster iteration and increasing design team productivity by **30%**.
- Maintained **end-to-end data pipelines** from backend (BlazeServer) to UI, ensuring scalable and stable client-server integration.
- Collaborated across **gameplay, UI/UX, and server teams** to ensure cross-functional delivery and maintainability.
- Designed and implemented **stress testing** scripts covering **20+** multiplayer features to simulate real-world traffic and identify performance bottlenecks.

Software Engineer Citispire LLC

10/2020 – 03/2023 NEW YORK, NY

- Architected a **real-time visualization platform** using **Unreal Engine**, supporting multiplayer and dynamic content customization.
- Implemented **AWS-backed user profile management**, and integrated **voice/text chat** in-game.
- Developed **native plugins** for Android (Java) and connected them to Unreal via JNI bridges.
- Designed **developer tools** to support team iteration and debugging during rapid prototyping phases.

Software Engineer intern NYU Create Lab

10/2019 – 06/2020 NEW YORK, NY

- Built web mini-games and user-feedback systems for the DREAM platform used in educational psychology experiments.
- Designed **QA automation tools** and helped establish quality benchmarks across the platform.

EDUCATION

Software Engineering | Bachelor Beihang University (BUAA)

09/2014 – 06/2018 BEIJING, CHINA

GPA 3.80

EDUCATION

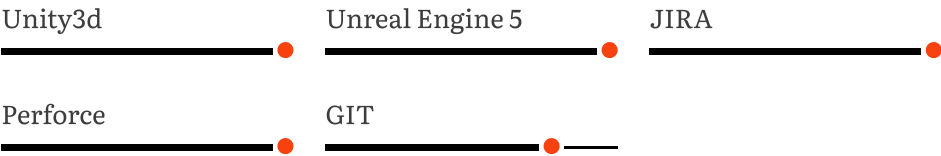
Computer Science | Master
New York University
09/2018 – 06/2020 NEW YORK, NY, USA
GPA 3.94

SKILLS

- PROGRAMMING



- ENGINES & TOOLS



- SYSTEMS & CLOUD



- LANGUAGES

