Andong Luo

Richmond, BC | me@andongluo.com | www.andongluo.com

Professional Summary

Data Analyst with 3 years of experience in utilizing big data technology to influence business decision-making. Possess strong knowledge of data analysis tools (Python, SQL, Tableau, etc.) needed to produce reliable data insights, predictive models, and data pipelines. Work closely with data engineering, product design, and cross-functional teams to resolve complex issues and bolster operations. Since 2024, also leading the development of an original 2D game project using Unity, managing a multi-person team and securing independent investment.

Work Experience

Independent Game Project – "Echo" | Richmond, BC
Game Producer & Developer | February 2024 – Present

- Led a cross-functional indie game development team to create a 2D fantasy action RPG Echo using Unity, with planned release in late 2025
- Successfully secured independent angel investment to support production and growth of the project
- Oversaw full production lifecycle: game design, system architecture, scheduling, and milestone planning
- Implemented custom gameplay systems using C#, including time-rewind mechanics, branching narrative sequences, and player ability systems
- Developed scalable 2D combat and interaction systems with Unity Animator, tilemaps, and physics engine
- Managed multiplayer-ready architecture and asset pipeline organization for collaborative development
- Coordinated with writers, artists, and developers using version control (Git)
- Integrated UI/UX systems, saving/loading (ES3), and in-game event orchestration with JSON and ScriptableObjects

Fantuan Technology LTD | Burnaby, BC
Business Intelligence Analyst | November 2021 – February 2024

- Demonstrated how key factors influence order numbers in scale by generating mathematical models for future plans, accurately forecasting 15% increase in order numbers
- Analyzed data based on delivery speed, discount, average price, and type of promotions for users, helping leadership understand usage and performance of services and operations
- Generated key performance indicators (KPIs) reports by selecting appropriate methods, techniques, and evaluation criteria, resulting enhancement of data visualization
- Built dependable data pipelines, including time series forecasting and regression modeling, utilizing Python, leading to sound decision-making across company with 1000 employees
- Provided business insights through data reports on like market share, user engagement, order volume, and revenue trends, allowing for targeted communication between executives and shareholders
- Restructured data management by executing data transformations and flows with Microsoft Dataflow, guaranteeing integrity and accessibility of over 100000 pieces of data in the hive database
- Partnered with business stakeholders by employing stellar team working skills to implement solutions through SQL queries or Power BI dashboards

Skills

Usage Reports, Performance Reports, Data Analysis, Data Management, Mathematical Models, Data Products, Data Driven Operations, Business Data, Data Scientist, Predictive Models, Game Production, Indie Game Management, Predictive Models, Unity Development, Narrative Design, Player Systems

Technologies

SQL, Power BI, Microsoft SQL Server, Tableau, MySQL, R, Python, Java, C#, Unity, ES3, Git, Trello, JSON, ScriptableObjects, Tilemap, AWS Services, UNIX-based Systems

Education

Master of Science in Mathematics and Science | Wilfrid Laurier University | 2021
Bachelor of Science in Mathematics and Science | University of Toronto | 2020

Certifications

Food Safety Certification | British Columbia