

OBJECTIVE

Seeking a full-time position as a Game Engineer

EDUCATION BACKGROUND

Carnegie Mellon University, Entertainment Technology Center, Pittsburgh, PA

Master of Entertainment Technology, May 2014

Relative Coursework: Introduction to Computer System, Computer Graphic, BVW.

Dalian University of Technology, Software Institute, Dalian, China

Bachelor of Science, Software Engineering, June 2012

SKILLS

Computer Skills: C/C++/C#, JavaScript, HTML, PHP, SQL, OpenGL

Software: Unity 3D, SVN, Visual Studio, SQL Server

WORK EXPERIENCE

Client Engineer (Unity3D)

nWay America LLC

December 2014 - Now

- Involved in Mobile Game “ChronoBlade” development and launch support in both Korea and China. China version available in China app store and Netease official website (<http://cb.163.com/index.html>) Korea version available in Korea app store and Google play.
- Worked on Netease iOS/Android SDK integration and Chinese localization features.
- Worked on expanding AI spawner and level-end condition for new game mode and related level design editor scripts for designers.
- Worked and debugged on various client features and bugs (loot system, UI bugs, skill system, etc)

Programmer Intern

University of Pittsburgh

Summer 2013

- Designed and developed website for UPMC on Mental Health survey which aims to help mental health provider track teenagers’ mental behavior constantly and regularly. Worked on backend with PHP and SQL, including questionnaire generation, automatic grading and reservation tracking, etc. Also involved in frontend development with HTML and JavaScript and AJAX.

ACADEMIC PROJECTS

Team ACE project – Programmer and co-producer

Spring 2014

- Designed and developed a prototype for WMS with Unity3D. (Under NDA)
- Programmed on **Android** tablet (client side) with Unity3D, mainly focused on user interface.

Pittsburgh Challenge project -- Programmer

Fall 2013

- Designed and developed a social mobile game in which player can undertake missions associated with Pittsburgh people, places, events and experiences.
- Programmed on backend with PHP and SQL, mainly focused on GPS check-in, multiple location boundary programming (convex hull) and achievement system.

DARPA project -- Programmer

Spring 2013

- Involved in developing a browser educational game **Helios** with impact engine using JavaScript. Mainly responsible for inquiry level. http://www.etc.cmu.edu/projects/impact/?page_id=18.
- Helped extended animation API of impact game engine for **Helios**.

ETC-Building Virtual Worlds -- Programmer

Fall 2012

- Designed and prototyped five games, on average each within 2 weeks, on team of 4.
- Programmed game mechanism and interaction using Unity 3D, PS Move, Kinect, etc.

SOCIAL & EXTRACURRICULAR ACTIVITIES

01/2013 Participate in **Global Game Jam** and won the best artwork prize