

# Tianyi Zhao

Game designer and Programmer

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<b>Education</b>	<b>Carnegie Mellon University (CMU)</b> Master in Entertainment Technology <ul style="list-style-type: none"><li>Building Virtual Worlds, Visual Story, Improvisational Acting</li></ul>	Pittsburgh, PA 09/2017 – 05/2019
	<b>The Hong Kong Polytechnic University (PolyU)</b> BSc in Internet and Multimedia Technology <ul style="list-style-type: none"><li>Game design and development, Object-Oriented Programming, Computer Graphics, Mobile Application Development, Web System Development</li></ul>	Hong Kong, China 09/2013 – 05/2017
	<b>University of Central Florida (UCF)</b> Department of Computer Science (exchange student) <ul style="list-style-type: none"><li>Communication Networks, Computer Security</li></ul>	Orlando, FL 09/2015 – 12/2015
<b>Experience</b>	<b>Halite Games Studio</b> Co-founder, game designer, audio designer and programmer <ul style="list-style-type: none"><li>Designed the mechanics and all levels for mobile puzzle game “Ripple Blossom” and published it which gained over 7,000 downloads</li></ul>	Hong Kong, China 03/2017 – present
	<b>Cambodia Solar Power Project</b> Electrical engineer and carpenter <ul style="list-style-type: none"><li>Designed and built solar panel stations from raw materials, installed and wired electric appliances for local families</li><li>Furnished a learning room and equipped it with computers for local children</li></ul>	Cambodia 03/2016 – 06/2016
	<b>Howru Mobile App Team</b> Co-founder and chief front-end programmer <ul style="list-style-type: none"><li>Designed and implemented front-end functions for communicative mobile application “Howru” which gained over 500 downloads</li></ul>	Hong Kong, China 08/2015 – 02/2016
	<b>Shanghai Massive Internet Technology Company</b> Front-end programmer (Summer internship) <ul style="list-style-type: none"><li>Led a group of 4 to develop a server management system for a mobile game</li></ul>	Shanghai, China 06/2015 – 07/2015
<b>Academic Projects</b>	<b>Building Virtual Worlds (CMU)</b> <ul style="list-style-type: none"><li>Implemented interactive virtual worlds using Unity and programming in C#</li><li>Designed game mechanics and storyline given certain requirements</li><li>Improved game experience and design through playtests</li><li>Composed and edited background music for virtual worlds</li></ul>	Pittsburgh, PA 09/2017 – 11/2017
	<b>Computer Game Project (PolyU)</b> <ul style="list-style-type: none"><li>Implemented a rhythmic game using OGRE 2.1 and programming in C++</li><li>Designed game mechanics and implemented AI composing system</li></ul>	Hong Kong, China 01/2017 – 05/2017
<b>Awards</b>	<ul style="list-style-type: none"><li><b>Best Theme Integration</b> and <b>Startup Potential Award</b> in Global Game Jam 2017 Hong Kong (01/2017, Hong Kong)</li><li><b>Dean’s Honors List</b> of Faculty of Engineering, PolyU (11/2014, Hong Kong)</li><li><b>Second Prize in National Math Contest</b> (1/2013, China)</li></ul>	
<b>Skills</b>	Professional programming in C#, C++, JavaScript, SQL, Java Proficient 3D modeling in Autodesk 3ds Max, Maya, Blender Experienced music composing and editing in Logic Pro Master in Unity, Visual Studio, Adobe Premiere, Adobe Photoshop, Microsoft Office Languages: English (proficient), Chinese (native), Cantonese (intermediate)	