

OBJECTIVE

Experienced **gameplay engineer** with extensive practice in established game engines and basic knowledge of **art, sound** and **game design**, aiming to implement effective game development skills

PERSONAL PROJECTS

Love Yourself

Global Game Jam 2020, Pittsburgh

Built an AR puzzle game for Android platform on Unity using ARCore

UniTool

Tongji University, China

Designed and developed a prototype of a web application for making Unity tools. Applied Unity Editor extensions of menu bar command, inspector and editor window

SKILLS

Programming

C#, C++, HTML/CSS/JavaScript, Python, Docker, AWS, Google Cloud, Firebase, Unity Cloud

Software

Unity, Unreal Engine 4, Visual Studio Code, JIRA, GitHub, Bitbucket, Perforce, Blender, Maya, Adobe Audition, Photoshop, After Effects, Premiere Pro, Logic Pro X

Language

English, Mandarin

EDUCATION

Carnegie Mellon University, Entertainment Technology Center

Master of Entertainment Technology

August 2019 - May 2021, Pittsburgh

Tongji University, School of Software Engineering

Bachelor of Software Engineering

September 2015 - June 2019, Shanghai, China

EXPERIENCE

Madison Square Garden Entertainment

Software Engineer Student Associate

August 2020 - Present, New York

- Prototyped new multiplayer gameplay features using Photon Network in Unity
- Refined a Unity Cloud Build tool using UCB and Bitbucket APIs and Webhooks
- Ran the build tool service in Docker Container and deployed it to Amazon ECS

Jewish Healthcare Foundation

Software Engineer Intern

February 2020 - August 2020, Pittsburgh

- Designed and built a WebApp to enhance the experience in a healthcare conference
- Established a robust back end system using Firebase and designed RESTful APIs
- Composed the post-event report and visualized data using HTML Canvas APIs

X.D. Network Inc. B-Cat Studio

Gameplay Engineer Intern

September 2018 - April 2019, Shanghai, China

- Created a 3D game and explored the ECS system using a Unity-Lua ECS framework
- Summarized the extension of Unity Editor and delivered detailed documentation
- Designed and created a 2D mobile game in Unity in 4 weeks

ACADEMIC PROJECTS

Interactive Academy

Gameplay Engineer

September 2020 - Present, Inanimate Alice Research Team & Entertainment Technology Center

- Created an interactive experience for middle school students that sparks interest in STEAM subjects
- Implemented gameplay, including puzzles, interactions, inventory, chat system, etc

Building Virtual World

Programmer, Sound Designer

August 2019 - December 2019, Entertainment Technology Center

- Applied different devices including Magic Leap, HTC Vive, etc. and built immersive game worlds in Unity
- Designed music and audio effects and collaborated with other roles effectively
- Incorporated hand detection in Magic Leap and *ResonanceAudio* in HTC Vive