

Yifeng Shi, Programmer

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GitHub: <https://github.com/yifengshi1995/>

Education

Carnegie Mellon University, Entertainment Technology Center (ETC) Pittsburgh, PA
Master of Entertainment Technology Aug 2018 – May 2020

University of Massachusetts – Amherst Amherst, MA
B.S. in Computer Science Sept 2014 – Dec 2017
Relevant Coursework: Computer Graphics, Computer Networking, Artificial Intelligence,
Machine Learning, Statistics, Linear Algebra

Skills

Programming Languages: Java, C#, C++, Python, JavaScript, HTML/CSS

Tools/Software: Unity, Visual Studio, IntelliJ IDEA, Perforce, Git

Platforms: Oculus Rift, HTC Vive, Meta II, Leap Motion

Languages: Chinese (native), English (fluent), Japanese (intermediate, good on reading)

Academic Projects

Building Virtual Worlds, Programmer, ETC, Fall 2018

- Participated in designing and implementing of 5 virtual worlds, each in a team of 5 and in less than 3 weeks.
- HTC Vive, Meta II, Leap Motion, Oculus Rift
- Familiarized 3D game programming and development workflow in Unity.
- Utilized Perforce for sophisticated version control experience.

Project IONA, Gameplay/UI/UX Programmer, Hampshire College, Fall 2017

- A mobile tile-matching game developed by a team of 27 students using Unity.
- Worked with 5 other programmers.
- Designed an algorithm that could reduce about $\frac{3}{4}$ computations than the standard one
- Implemented main game logics, UI, UX, and compatibility of different sized devices.

Personal Projects

Simple Dungeon Generator, Solo Feb 2017

- Designed and implemented a random dungeon generation algorithm, which generates non-overlapping, room-corridor styled 2D tile maps.
- Written in C++

Experience

DHC Software Inc., Web Programmer Beijing, China, May 2016 – July 2016

- Built a personnel management system for a company under the guidance of supervisors.
- Developed a cloud drive demo as a self-chosen project.
- Apache Tomcat, Microsoft SQL Server