Tianyi Zhang

GitHub: https://github.com/asasasasasbc * Portfolio: https://tyizha.wixsite.com/portfolio * (530) 979-4905 * tz2@andrew.cmu.edu

OBJECTIVE

Software Engineer. Game Programmer. Technical Artist.

EDUCATION

CARNEGIE MELLON UNIVERSITY, ENTERTAINMENT TECHNOLOGY CENTER (ETC), PITTSBURGH, PA
Master of Entertainment Technology, Sep 2019 – May 2021

UNIVERSITY OF CALIFORNIA, DAVIS, CA
Bachelor of Science in Computer Science, March 2019
Relevant coursework: Software Engineering, C, C++ and C# Programming, Computer Graphics, Algorithm Design, Computer Networks

SKILLS

Programming:	Java, C#, C++, C, ActionScript, SQL, HTML, OpenGL, VR/AR Development
Applications:	Unity3d, Unreal (Blueprint), 3ds Max, Blender, Maya, Visual Studio, Android Studio, Adobe Photoshop, Premiere, Flash
Language:	English (fluent), Chinese (native), Japanese (basic)
Special skills:	3D model rigging, game mods development, drawing, web development

ACADEMIC PROJECTS

BUILD VIRTUAL WORLD, ETC
Programmer, Sep 2019
- Developed five games with four or five teammates in one or two week cycle.
- Developed games on different platforms, such as Magic Leap, HTC Vive, Oculus, Kinect.
- Learned skills of communication, teamwork and quick iteration.

PERSONAL PROJECTS

FLVER EDITOR
Sole Developer, Aug 2019
- A multifunctional 3d model editor to edit and view Fromsoftware games' .flver format 3d model file (Sekiro, Dark Souls, Bloodborne etc.). Famous among Sekiro mod developer community.

FATE/BLOODBORNE
Sole Developer, Aug 2018
- An independent third person A-RPG fangame.

SIMPLE VIRTUAL REALITY MOTION CAPTURE SYSTEM
Sole Developer, Aug 2017
- A motion capture system that can capture Htc Vive's motion data to .bvh format mocap file.

ANDROID APP - LAN SHARE TOOL LITE
Sole Developer, July 2017
- An easy to use Android app that helps users to send files in the local network.