

YAN (Rock) ZHANG

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OBJECTIVE

Game Programmer

CAREER

NetEase Co. Ltd, Guangzhou, China 2010-2013

- Game Development Engineer, Senior Software Designer

EDUCATION

Carnegie Mellon University, US 2013-Present

- Master of Entertainment Technology

Nanyang Technological University, Singapore 2009-2010

- Master of Science in Digital Media Technology

University of Birmingham, Birmingham, UK 2008-2009

- Bachelor of Science in Computer Systems Engineering

Huazhong University of Sci & Tech, Wuhan, China 2005-2008

- Bachelor of Science in Computer Science and Technology

PROFESSIONAL EXPERIENCE

TELAN cross-server activity for “Fly for Fun” 05/2012 – 08/2012

- Developed a game instance enabling all players from different Game Servers to enjoy a 30-vs-30 PVP battle activity on a Battle Server.
- Extended the server structure with a new Center Server responsible for the logic of all participants’ management and capable for more than 6000 players to take part in this tournament at the same time.

Network module optimization for “Fly for Fun” 02/2012 – 04/2012

- Changed the original Level Triggered (LT) EPOLL mode to Edge Triggered (ET) EPOLL mode.
- Re-designed the buffer management strategy to eliminate the over-frequent buffer creation. Improved the network performance by 1.8 times.

Infrastructure construction for a pre-research game 05/2011 – 11/2011

- Built a Database Server for a pre-research game project and added a Lua level upon the MySQL interface allowing higher development efficiency.

- Optimized Database Server performance by introducing MySQL's Prepared Statement and decreased the average write operation time by 30%.
- Developed part of the Action Tree module and the editor tool, which enabled game designers to create NPC's AI simply by using configuration.
- Developed player login process and cross server process.

PROJECTS

Building Virtual World

09/2013 – 12/2013

- Designed and developed five computer games within groups using Unity3D and cutting-edge technologies including PS Move, Kinect, Oculus Rift, Leap motion etc. One of them was selected into the final festival.

World of Elves

08/2010 – 09/2010

- Worked as a client-side programmer in a five-member's team to develop a turn-based strategy online game using commercial game engine.

Legend of the Sword Master

08/2009 – 11/2009

- Worked as a programmer and an artist in a four-member's team to develop an action-adventure game using 3D Game Studio engine and 3Ds Max.

Virtual Hospital Ward

10/2009 – 05/2010

- Cooperated with Queen Elizabeth hospital staff to build a serious game for medical training by simulating and instructing the procedure of blood transfusion. This serious game is still inspiring medical school students in the University of Birmingham today.

ADDITIONAL EXPERIENCE

UT Starcom Incorporated

07/2008 – 08/2008

- Participated in an internship, assisted in the dynamic linkable library programming for hardware test and maintained its website.

Vice president of "Sky Drama" club

09/2006 – 09/2007

- Took part in drama shows as a performer for many times and schemed for the "Outdoor Experimental Theater" activity.

Student Union Department Director

02/2005 – 07/2006

- Obtained financial supports for three major school activities that year.

SKILLS

Computer:

- Language: C, C++, Lua, C#, SQL, Flash ActionScript, Python, Java
- Toolkit: Unity3D, 3Ds Max, Maya, 3D game Studio, OpenGL

Language:

- English (fluent); Chinese (native); Japanese (basic)