

## Objective

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I'm seeking a full-time Game Programmer position.

## Skills

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- C#
- C++
- Python
- Bash
- Linux
- Unity
- UDK
- CryEngine
- Maya
- Photoshop
- Game Design
- Level Design
- Gameplay Programming
- Agile
- Scrum Master

## Employment

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### Programmer/Designer

**Kizoom, Inc. / Zynga** – Berkeley, CA

08/2014 to 12/2014

In association with Zynga, worked at Kizoom as Unity Front-end Engineer. My responsibilities include gameplay brainstorming, and Unity programming (NGUI, NUnit). The studio dedicates to develop educational games that help young children to understand neurons and brain functionalities.

### Programmer/Designer

**Arc Vertuel** – Pittsburgh, PA

07/2013 to 08/2013

This is a freelance project for Arc Vertuel. The project is built with Unity in a month. Curators can use this tool to place museum collections in a virtual room, and then enter first person view to take a virtual tour.

### Build Engineer

**Ericsson** – Shanghai, China

05/2007 to 12/2012

Worked for Ericsson as Build Engineer for 5 years. Job responsibilities include Linux admin, auto build system setup, clearcase admin, release management, and scrum master.

## Academic Projects

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### Gameplay Programmer/Game Designer

**NYSCI/Children's Museum of Pittsburgh** – New York City, NY/Pittsburgh, PA

01/2014 to 05/2014

A joint project between the ETC, the MAKESHOP at the Children's Museum of Pittsburgh, & the New York Hall of Science (NYSCI). This project culminates in a digital rocket building experience using Sifteo cubes, bridging the gap between parents, children, science content & maker culture.

### Gameplay Programmer/Level Designer

**Electronic Arts** – Redwood City, CA

09/2013 to 12/2013

Worked with Electronic Arts OCCO Team (Office of Chief Creative Officer) to build a naval combat game on iPad.

### Programmer/Level Designer/3D Modeler

**Building Virtual Worlds** – Pittsburgh, PA

01/2013 to 05/2013

BVW (Building Virtual Worlds) is an academic project teaching student rapid prototyping in a small team (4-5) within two-week time frame.

## Education

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### Master of Entertainment Technology:

**CARNEGIE MELLON UNIVERSITY** - Pittsburgh, PA

2014

### Bachelor of Computer Science:

**Nanjing University of Aeronautics and Astronautics** - Nanjing, China

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