

YILING CHEN

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RELATIVE COURSES

Computer Graphics, Algorithm Design, Data Structure, Computer Network, Operating System

EDUCATION

Carnegie Mellon University, Entertainment Technology Center
Master of Entertainment Technology

Pittsburgh, PA
Excepted 08/2016

Beijing University of Aeronautics and Astronautics
Bachelor of Software Engineering

Beijing, China
09/2010-06/2014

SKILLS

Programming Languages

- C#, Objective-C, C/C++, PHP, JavaScript, Java, HTML, CSS

Technical Development

- Unity Game Development, DirectX, OpenGL, IOS App Development, Game Design

Professional Software

- Unity 3D, Shader Forge, XCode, Visual Studio

PROJECTS

Cat Scratch, ETC Pittsburgh

Spring 2015

- Created an interactive e-book in Unity3D with page flipping effect for Android tablet.
- Implemented Unity Editor plugins and tools for designer to edit content in the book.
- Wrote specific shaders for page components like animated sprite and parallax images.

Building Virtual Worlds, ETC Pittsburgh

Fall 2014

- Created three games as a programmer, in which each project is completed in a period of only three weeks, involving a team of five people.
- Used Unity3D with platforms such as Kinect, Oculus Rift and PS Move.
- Wrote iOS mobile client as game controller.

Handy BUAA IOS App Development

Oct 2012 – Mar 2013

- Developed the IOS client, including news module, map module, schedule module, campus activities module, and the lost and found module.
- Designed database to realize network communication and news sending.
- Worked based on X-code.
- Won the first prize of the 4th Beijing application design and development of colleges and universities invitational contest. (1/50)

EXPERIENCES

NetEase Games

Hangzhou, China

Game R&D Engineer

May 2015 – Aug 2015

- Responsible for environment effect.
- Implemented a screen spaced weather effect like raining and snowing.
- Wrote tools for editing weather effect.
- Implemented a real-time hair render.

Institute of Computing Technology Chinese Academy of Science

Beijing, China

IOS Software Development Engineer

May 2013 – Sep 2013

• Project: Suzhou Vocational College Campus Awareness System

- Realized the real-time video of the iPad client.
- Wrote the kinds of UI controls for the iPad client.
- Worked based on ffmpeg/RTSP/RTP.