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Education

MASTER OF ENTERTAINMENT TECHNOLOGY | SPRING 2015

Carnegie Mellon University, Entertainment Technology Center

B.S. IN COMPUTER SCIENCE | SPRING 2013

University of Science and Technology of China

Skills

PROGRAMMING LANGUAGES

· C#, C++, Java, JavaScript, Objective-C, Python, HTML, CSS, SQL, JSON, Game Maker Language

APPLICATIONS

· Microsoft Visual Studio, SVN, Git, Unity3D, Gamemaker, Logic X, Adobe Audition CS6

Work Experience

CLIENT ENGINEER | GSN GAMES, INC. | FALL 2015 – SPRING 2017

- Worked on mobile casino apps GSN Casino and GSN Grand Casino using Unity3D/C#/JavaScript for Android and iOS platforms.
- Implemented the leaderboard front-end, server-side communication and putting the competing players into the leaderboard in real time.
- Worked on a slot machine game engine, featuring a wizard and custom editors to speed up process of making new slot machine games.
- Imported the Appboy plugin into the project by modifying the project's Objective-C code.

GAMEPLAY ENGINEER INTERN | ZING GAMES INC. | SPRING 2015

- Developed a Pinball role-playing game prototype for Android and iOS platforms using Unity3D/C#/JavaScript for Android and iOS platforms.
- Designed and implemented code structures and basic game features for future development.
- Implemented enemy AI logic using finite state machines.

Projects

PALIMPSEST | CMU, ETC | FALL 2014

- Developed an AR experience using Moverio BT-200 AR glasses.
- Created experience where users can interact naturally with a marker-less augmented reality companion while it navigates them to their destination.
- Programmed the navigation system using Google Places API, Google Direction API and GPS control system in Unity3D for Android devices.

GRAPHIC TONE | CMU, ETC | SPRING 2014

- Developed a real-time music visualization experience which was driven by live performances of the musicians
- Programmed the procedural animation system and sound capture system using C#/JavaScript in Unity3D.

BUILDING VIRTUAL WORLDS | CMU, ETC | FALL 2013

- Participated in design and creation of five VR worlds, each world completed in 2-3 weeks, with a five-person team.
- Worked on programming, game design and sound design in Unity3D using C#/JavaScript.
- Developed for VR platforms such as PSMove, Kinect, Oculus Rift and Leap Motion.

THE 9TH DAY (VISUAL NOVEL) | PERSONAL PROJECT | 2013 -- 2016

- Programmer for team creating a visual novel adventure game.
- Designed and implemented code structure based on Kirikiri game engine using JavaScript.