

Jiadi Deng

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OBJECTIVE

Software Engineer/Programmer

EDUCATION

MFA, Interactive Media & Game Division

(expected) 07/2018

BE, Computer Science & Technology, Tsinghua University

Graduate at 07/2015

GPA: 90.4/100 Rank: top 10%

SKILLS

Software

Unity 3d, Arduino, Processing, Photoshop, Final Cut, After Effect

Programming Languages

C/C++, Java, Matlab, JavaScript, C#, Python

PROJECTS

VR Game – The Meadow

09/2015-10/2015

An experimental VR game (engineer)

- Participated in the refactoring of the game. Shortened parts of the code by 50%.
- Design and implement some interactions of characters.

Mobile Game – Shadow Sword

01/2014-06/2014

An Independent battle action mobile game, ranking top 10 in Android app store (internship, programmer)

- Took full responsibility of chart system including the UI design and the front-end logic programming.
- Doubled the working efficiency of constructing the framework of the chart system by using some design pattern, like adaptor and decorator.
- Refactored parts of redundant codes and rewrite some structures, which reduced 30% length of the codes.

Independent PC Game - Graffiti Gorilla

09/2014-10/2014

An experimental action PC game about the story of a graffiti gorilla (independent developer)

- Utilized the event trigger mechanism to manager the system, which diminished the coupling of program and made over 80% of the level objects' script reusable.
- Applied an original gameplay, Catch-and-Swing, on the adventure game, providing the user an untraditional gaming experience in the world of graffiti.
- Finished over 600MB image material for the game.

Interactive Design - Tumbler Glow

03/2014-05/2014

An interactive lamp sets, allowing the user to choose the color and luminance in the same way as mixing the cocktail (programmer, designer)

- Designed the three interactive methods of the lamps with 5 types of sensors and 4 Arduino boards.
- Programmed and implemented the Bluetooth message transportation system, including the server on Android device and Bluetooth module in each separated lamp, to connect the different parts of the lamp sets.