

# JIADI DENG

jiadideng@gmail.com  
atwooddeng.github.com  
213-509-3785

## PROJECTS

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Jan 2016 – May 2016 **Dandelion** – Zen Mobile Puzzle Game

Lead Developer

- ‘Best Student Award’ of IndiePlay China 2016.
- 18k downloads in a week (peak)
- Having developed a special painting style shader, which realizes a 2D ink diffusion effect

Sep 2015 – Nov 2015 **The Meadow** – VR Game

Engineer

- Official Nominee of IndieCade 2015
- Solving the rendering conflict in VR mode
- Refactoring the code with event system and cutting down the code length by 50%.

May 2016 – Sep 2016 **UeyeVR** – Mobile VR App

UI Engineer

- Designing the VR-oriented UI framework
- Optimizing the UI system, reducing the batches by 50%
- Applying a fish eye mapping algorithm

Jan 2014 – Jun 2014 **Shadow Sword** – Mobile Game

Internship as programmer

- Developing the chart system including the UI design and the front-end logic programming
- Doubling the working efficiency of constructing the framework of the chart system by using some design pattern, like adaptor and decorator

## SKILLS

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EXPERT - C#, HLSL, Unity3d(mobile/VR), Photoshop  
PROFICIENT - C/C++, Python, JavaScript, Java, Maya

## EDUCATION

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2015-2018 **University of Southern California**

Interactive Media & Game Division (MFA)

2011-2015 **Tsinghua University**

Computer Science & Technology (BE, GPA Rank 10%)