

WHO I AM

A passionate game **developer** and **designer**, focus on experimental gameplay, cooperate closely with designers, artists and devs, always glue the team together.

SKILLS

GAME DESIGN & DEVELOPMENT

Unity(C# programming)
Unreal (Blueprint)
Cocos Creator(JS/TS)
Node.js, Vue.js, Git
WebAudio Coding
Cloud FaaS Coding
2D Level Design (Tiled)
Spine & Dragonbones
Machinations

CREATIVES

Apple Keynote/Pages
Microsoft Office Suite
Adobe PS/PR/XD

PROJECT MANAGEMENT

Teamwork Coordination
Crucial Conversation
Atlassian (Jira/Trello)
Gantt & Burndowns
Scrum & Kanban

LANGUAGE

Chinese: Native Speaker
English: Working Language
Japanese: Reading

PROJECTS

EAE Rapid Prototypes, Salt Lake City, UT — AUG 2021–Present

Technical Designer, focused on workflow, asset pipeline & code implementation.

- Tele-Rang*: 2d game of character teleport with boomerangs. Made with Monogame.
- Covapede*: A remake of arcade game *Centipede* with enhanced game mechanics.
- SWEETCH*: A set of white box levels under the inspiration of “Switch” in Unreal.
- Operation Rockefeller*: A serious game introducing satellite knowledge to kids.

Project Haiku, Beijing, China — OCT 2020–DEC 2020 / MAY 2021

Programmer & Game Designer

- Experimental interactive music performance, cooperated with musician Clore Cai.
- Created HTML5 game running on the audience’s mobile phone for sound creation.
- Designed & Programmed for data synchronization between clients and server.
- First performance in Beijing 798 Art Zone, sponsored by Goethe Institute of Beijing.

Retrieve, Beijing/Hangzhou, China — JUL 2019–NOV 2019

Programmer & Level Designer

- A 2D pixel styled platformer using Unity, with a team of another developer & 4 artists.
- Designed and Programmed 5 Bosses’ AI and several normal enemies’ AI for the game.
- Led the tiled map creation, then made level design and implemented upon tiled map.
- Won Tencent *Next Idea 2019* excellence award. See <https://mcatin.itch.io/retrieve>

WORK EXPERIENCE

Tantrum Network, Hangzhou, China — DEC 2020–APR 2021

Game Development Intern

- Prototyping and Coding for mobile applet and web games with Cocos Creator.
- Worked for an unpublished 2D ARPG game with characters striking as bouncy balls.
- Built A workflow of directly import UI Assets from Photoshop to Cocos Creator.

DR.Stone Popular Science Studio of USTC — APR 2019–FEB 2020

Game Developer and Coordinator

- Introduced game engines to the B.S. students who major in earth and space science.
- Cooperated with scientists creating games illustrating science concepts.
- Implemented Inky into Cocos Creator, helped writers creating interactive stories.

EDUCATION

University of Utah — AUG 2021–Present, Graduate on Spring 2023

Master of Entertainment Arts & Engineering, Game Production Track

University of Science and Technology of China (USTC) — 2016–2020

Bachelor of Arts, Major in Communication