

WHO I AM

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

SKILLS

GAME DEVELOPMENT

Unity Development (C#)
Cocos Creator (JS & TS)
Unreal Blueprint Scripting
Tools Dev (plugin/external)

GENERAL DEV SKILLS

Embedded Dev (Arduino C)
Cloud FaaS Coding (AWS)
App Development (Swift)
WebAudio Development
Node.js, Vue.js, WebGL

ASSET CREATION

Narrative Scripting in Ink
2D Tiled Map Creation
Spine & Dragonbones
Basic Maya Modeling
Adobe PS & XD & PR

GAME PRODUCTION

Git & Perforce (GUI Tools)
Slack & Microsoft Teams
Apple Keynote & Pages
Atlassian Jira & Trello

LANGUAGE

English: Working Language
Chinese: Native Speaker
Japanese: Basic R/L/S

PROJECTS

Vacuum War (EAE Projects I), Salt Lake City, UT — JAN 2022–Present

Technical Designer & Hardware Engineer

- A VR shooting game with an alternative controller in the shape of vacuum, with Unity.
- Developed the C codes on the ESP32 chips to read RFID UID from the vacuum heads.
- Adapted serial ports functions to the game codes to replace vacuum heads in game.

EAE Courseworks, Salt Lake City, UT — AUG 2021–Present

Technical Designer / Solo Game Developer

- Tele-Rang: Coded in C# for a 2d game in which player teleports through boomerangs.
- Heist-N-Heat Infinite: Created the UMG UI functions for the game in the final phase.
- Fruit Bar: A match-3 game combines the gyroscope, twist to change fall orientation.
- Stinky-Snake: Developed in Unity. A Snake variant with “legacy” created per score.

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

Gameplay 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 Beijing.

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

Gameplay 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.

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 the prototype of a shipped game with characters striking as bouncy balls.
- Built A workflow of directly import UI Assets from Photoshop to Cocos Creator.

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