Yunfei **Yin**

UE4 C++ DEVELOP ENGINEER · SOFTWARE ENGINEER EXPERT

ShenZhen China

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"An extraordinary storyteller, capable of captivating both myself and my collaborator, making our interviews a truly memorable experience."

Summary

As a seasoned problem-solver, I am adept at swiftly addressing a variety of complex challenges and delving into the root causes of issues, understanding not just the symptoms but the underlying reasons. This enables me to provide comprehensive solutions. I possess exceptional task comprehension skills and a strong spirit of teamwork, allowing me to communicate effectively with others and collaborate to complete tasks. Additionally, I maintain composure and focus under high-pressure environments and am adaptable to the demands of frequent business travel.

Skills

Version Control	Git, SVN, Perforce
Programming	C++, Lua, Python, LaTeX
Languages	Chinese, English, Japanese

Presentation

UE4 Development Engineer   *ShenZhen, China*

WILD WORLD GAME BY TENCENT   *Dec. 2023*

- Refine task monitoring and allocation to ensure the alignment of project progress with resources, strictly adhering to the work plan for the efficient advancement of task completion.
- Build a comprehensive item resource center, dedicated to functional innovation and development, enhancing the gaming experience.
- Implement agile project management methods to facilitate the flexible and seamless integration of new requirements, ensuring continuous optimization and scalability of the project.
- Participate in requirement review meetings to guarantee the completeness and testability of testing requirements.
- Communicate with internal departments to understand their procurement needs and specifications.
- Establish cross-ocean bridges for efficient communication with overseas business operations, ensuring seamless global integration of the game.

Work Experience

Yeahsen(Guangzhou Yuechen Technology Co., Ltd.)   *GuangZhou, China*

C++ DEVELOP ENGINEER   *Mar. 2023 - Oct. 2023*

- Profoundly expand the game architecture, leading the development of new projects, infusing fresh vitality into the adventurous world of One Piece.
- Build bridges across the seas, facilitating efficient communication for overseas business, ensuring seamless integration of the game's globalization.
- Accurately assess project performance, dedicated to optimization and enhancement, guaranteeing a smooth gaming experience.
- Organize UI resources, optimize the process of path arrangement and replacement, enhancing visual presentation.
- Develop and refine code specification standards, ensuring efficient team collaboration and outstanding code quality.

ZMVR(Xiamen Dream World Technology Co., Ltd.)   *Xiamen, China*

UE4 DEVELOP ENGINEER   *Oct. 2021 - Aug. 2022*

- Committed to the continuous development and refactoring of game projects, achieving a significant leap in the player gaming experience, with an increase of up to 60% in satisfaction.
- Meticulously coordinated the allocation of work content requirements, ensuring the rational allocation and efficient utilization of team resources.
- Deeply optimized game logic, significantly enhancing the game's stability across various devices, creating a seamless virtual social space for players.

Education

Xiamen Institute of Software Technology   *Xiamen, China*

SPECIALTY IN SOFTWARE TECHNOLOGY   *Sep. 2019 - Jul. 2022*

- Related courses - C language programming, data structure, game engine development basics

Honors & Awards

School

 2020, 2021 **National Encouragement Scholarship**,   *Xiamen, China*

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