Yunfei **Yin**

UE4 C++ · SOFTWARE ENGINEER EXPERT
China ShenZhen

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

Summary

A dependable project developer with a proven track record at Tencent, boasting two years of specialized experience in game development. A self-proclaimed super nerd, I am passionate about leveraging Neovim and Linux to optimize and customize development environments to perfection.

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*

- Conduct refined task monitoring and allocation to ensure the project progresses with effective resource matching, strictly adhering to the work plan for the efficient completion of all tasks.
- Build a comprehensive item resource center, dedicated to functional innovation and development, enhancing the gaming experience.
- Employ agile project management methods to achieve the flexible and seamless integration of new requirements, ensuring continuous optimization and scalability of the project.

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 - Jul. 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	**National Encouragement Scholarship**,	DEFCON 26th CTF Hacking Competition World Final	*Xiamen, China*