

“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 Languages C++, Lua, Python, LaTeX
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