Cheng-Han Chiang

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SUMMARY	Game programmer in game development startup, Bold Conjectures. Shipped a game in 3 months. Have 3 years of experience on Unity. Developed 2 games independently and published 2 games on Google Play. Know basic game AI and computer graphics.	
EXPERIENCE	**Bold Conjectures**	2017.01 -
	Game Programmer	
	• Game development startup in America; work remotely	
	• Shipped Escape Dead Earth in 3 months	
	• Worked on Cartel from scratch, a massive multiplayer city-building strategy game	
	• Used Improbable's SpatialOS, a cloud computing service on Google Cloud Platform	
	National Chiao Tung University	Spring 2016,
	Teaching Assistant of "Introduction to Artificial Intelligence"	Spring 2015
	• Prepare assignments by revising The Pacman Projects from UC Berkeley	
	• Held PacmanCTF AI tournament	
	National Chiao Tung University	Fall 2015
	Teaching Assistant of "Introduction to Computers"	
	• Introduce the latest technology in computer science	
	• Assist students to finish their term projects with self-picked topics	
	Monica English	Summer 2013,
	English Teaching Assistant	Summer 2012
	• Assist foreign teacher to teach students and correct their homework	
EDUCATION	**National Chiao Tung University**	2014 - 2016
	Master of Multimedia Engineering	
	• Thesis: Applying Monte Carlo tree search for tactical decision-making in StarCraft	
	• Courses: 3D Game Programming, Computer Graphics, Computer Animations, Theory of Computer Games, Game Design, Network Security	
	National Central University	2010 - 2014
	Bachelor of Communication Engineering	
	• Ranking: 5 / 58	
	• Courses: Network Programming, Computer Security, Linux Operating System	
HONORS	**TSoC (Taiwan Summer of Code) 2013 Final**	2013
	Cloud Computing for Specific Information Subscribers	
	• Developed Android App with NLP and data mining to extract information from web	
ORGANIZATIONS	**NCU Fugan Club**	2011 - 2012
	Vice President	
	• Arrange after-school tutoring for children in need every Saturday	
GAME JAMS	Kuso Game Jam 2016, Fukushima & Faust Game Jam 2015	
SKILLS	Unity, C++, C#, Python, Gameplay Programming, AI, Computer Graphics	
LANGUAGES	English (IELTS 7.5, L:7.5/R:8.0/W:6.5/S:7.5), Mandarin	

Projects | http://nagachiang.github.io

GAMES	**Through Galaxies** | https://goo.gl/kQkOqF		Unity, C#, PHP,	2016
	• Hardcore shoot'em up featuring weapon switching/upgrading and tough bosses		PostgreSQL,	
	• Implemented server side on Heroku for leaderboard		Heroku	
	• Use finite-state machine to design the AI of enemies			
	• Google Play: https://goo.gl/mtsS2Q			
	• Gathered feedbacks on Reddit: https://goo.gl/Jdu3mJ			
	• 2400+ plays on itch.io in 1.5 months			
	Robot Escaper | https://goo.gl/gWCeyn		Unity, C#, PHP,	2014
	• 2D endless running platformer		MySQL	
	• 3 kinds of platforms: static/moving/dropping			
MODS	**Pixel Dungeon: Legends** | https://goo.gl/kTaLN6		Java, Android	2015
	• Mod of Pixel Dungeon (https://goo.gl/F5hOhK), a popular roguelike on Android			
	• Removed degradation of items			
	• Added chance of failed upgrade			
	• Added 7 edible seeds			
AI	**MCTS Gladiator** | https://goo.gl/Tx5vbq		C++, BWAPI	2016
	• StarCraft bot applied Monte Carlo tree search for small-scaled combats			
	• Program for my thesis research about AI in real-time strategy			
	Fib2584 AI | https://goo.gl/uXDrZv		C++, JavaScript	2014
	• AI of Fib2584, which is an alternative version of 2048			
	• Applied temporal difference learning, a machine learning method			
PHYSICS	**Soft Body Simulation** | https://goo.gl/qt02RA		C++, OpenGL	2014
	• Simulate flexible cubes falling on the floor with mass-spring system			
	• Applied Euler Method and Runge-Kutta 4th-Order Method			
ANIMATION	**Forward Kinematics** | https://goo.gl/vlivZt		C++, OpenGL	2014
	• Read skeleton data from ASF; read motion data from AMC			
	• Use kinematic equations to derive end-effector			
	Inverse Kinematics | https://goo.gl/4tJleX		C++, OpenGL	2014
	• Derive approximate parameters for segments from a decided end-effector			
OTHERS	**Eyetracking Reader**		Python 3.4,	2016
	• Text viewer with eye tracking device for researches of learning science		PyQt5	
	• 3-people team			
	• Designed GUI for displaying texts and images			
	• Allow users to trigger pop-up dictionary of English vocabularies by staring			
	Line Bot: Determination | https://goo.gl/ndgcdS		Python, Django,	2016
	• Answer yes/no questions for Line users		Heroku	