

JIN Yuan

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Developer (Engine/Client)



➤ EDUCATION

- 2018.9 - 2020.9 **Arts et Métier ParisTech - Paris, France** Engineer / Master (Top 30%)
Physical and Digital Systems Engineering Laboratory
Engineering Training in Technology - Virtual Immersion and Digital Model
- 2013.8 - 2017.7 **Beijing Institute of Technology BIT (985)** Bachelor (Top 30%)
Industrial Engineering GPA : 80/100

➤ PROFESSIONAL EXPERIENCE

- 2020.12 - 2022.2 **bilibili — Shanghai, China**
 - ✓ Formal contract - Developer (Unreal Engine)
 - ✓ Participated in a **Digital Virtual Community** Development project
 - ✓ Conducted the development of **Core Player Module**, including the **Input Compatibility**, the **Kinematic Controller**, and the Avatar **Animation State Machine**.
 - ✓ Designed and implemented the Avatar build process for users
 - ✓ **Excellent Comments** from Leader and colleagues, witch reflected in **5/5 of KPI**
- 2020.4 - 2020.9 **Grand Chalon — Chalon sur Saone, France**
 - ✓ Final Inter-ship of Engineering Education - Developer (Unreal Engine)
 - ✓ Completed the research for digital technology applied on the facility maintenance that are common to all types of buildings.
 - ✓ Optimized the digital models produced by Revit until that they could be **efficiently rendered** in Game Engine , including the optimization of models, textures, lighting and so on.
 - ✓ Accomplished an application for visualizing the Building model and **simulating** the facility maintenance, which helps to accelerate the facility management
 - ✓ **Composed an article** and participated the 27th Conception and Innovation Conference (2020/07/02, LCPI) with it - <https://econfere2020.sciencesconf.org/>

➤ COMPETITION

- 2021.7 - 2022.9 **bilibili Graduate Demo Competition — Champion & Grand Slam**
 - ✓ Key words: Unreal Engine, Rogue lite
 - ✓ <https://www.bilibili.com/video/BV1Xq4y1V7mw>
- 2020.7 - 2022.8 **changyou(Beijing, China) College Game technology Competition — Second Prize**
 - ✓ Key words: Optimization of A* algorithm, C++, Heap, Compilation of DLL
 - ✓ <http://event.changyou.com/www/202006/competition/index.shtml>
- 2020.1 - 2020.2 **Defi challenge(Chalon sur Saone, France) — Force Conviction**
 - ✓ Key words: SODDEC, AR, Mobile Operation system, Leadership
 - ✓ <http://kaleidoscope.fr/2020/02/07>

➤ MISCELLANEOUS

- Game Engines **Unreal Engine, Unity3D**
- Tools OOP(C++, C#), Maya, Houdini, Git
- Languages **French**(Delf B2 + 3 years in Paris) **English**(TOEIC 905) Japanese(Elective Courses)