

Hao Tian

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EDUCATION

Northeastern University

Masters of Science: Game Science and Design

Relevant Courses: Game Design, Game Development, Game Engine, Game Artificial Intelligence, Computer Graphics, Computer Vision

Boston, MA

May 2020

GPA: 3.87

Indiana University

Master & Bachelor of Science in Computer Science, Minor in Informatics

Relevant Courses: Machine Learning, Operating System, System Security, Algorithms, Database, Artificial Intelligence, Distributed System, Discrete Mathematics

Bloomington, IN

May 2018

TECHNICAL EXPERIENCES

- **Programming Languages:** X86 Assembly, C++, C# (Unity), Python, PostgreSQL
- **Systems:** Windows, MacOS, Unix, Linux (Red Hat, Ubuntu)
- **Game Engine:** Unity, UE4

PROJECT EXPERIENCE

Global Game Jam 2019 - Digital game: *Escape Loneliness*

Map designer & AI Developer

Boston, MA

Spring 2019

- Designed and developed a game about finding family members in the darkness and escape the loneliness in Unity
- Developed the 3D NPC's movement in the game world by using game artificial intelligence knowledge
- Created dramatic game experiences for players to experience loneliness in the darkness and the joyous feeling of forming a family

Ludum Dare 43 - Digital game: *Pyres*

Lead designer & Assistant Developer

Boston, MA

Fall 2018

- Invented game's background story bases on the provided theme and designed the game from the story
- Developed 2 game objects features and built the game map event triggers in Unity
- This game receives many positive feedbacks from other game developers and achieves the overall rank of 732nd from more than 2500+ games

Northeastern University Academic Project - Digital game: *Mathris*

Idea Founder & Designer & Developer

Boston, MA

Fall 2018

- Provided the main idea of the game, designed game mechanics, develop game features and write the project progress report
- Designed and developed game tutorial methods for teaching players how to play and many other important features for single-player mode by using Unity C#
- Managed 5 people team including designers, programmers and artists to push the project progress steadily. Managed project version on Github

PROFESSIONAL EXPERIENCE

X.D. Network

Game Designer Intern - Finding Paradise

Shanghai, China

Summer 2019

- Collaborated with other designers, programmers and artists on developing the mobile version of the game
- Created game scenes and drama scenes by using a customized game editor developed by X.D. Network and Unity. Connected all drama scenes and created half of the game maps by the end of the internship
- Wrote tutorials to teach designers how to use the game editor to make maps, drama scenes and other game objects
- Facilitated project management by using SourceTree version control software
- Debugged 3 existing problems in the game editor and developed 2 new editor features