Hao Tian

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EDUCATION

Northeastern University   Boston, MA
Masters of Science: Game Science and Design   May 2020
Relevant Courses: Game Design, Game Development, Game Engine, Game Artificial Intelligence,
Computer Graphics, Computer Vision

Indiana University   Bloomington, IN
Master & Bachelor of Science in Computer Science, Minor in Informatics   May 2018
Relevant Courses: Machine Learning, Operating System, System Security, Algorithms, Database,
Artificial Intelligence, Discrete Mathematics

TECHNICAL EXPERIENCES

- **Programming Languages**: C++, C# (Unity), Python, Lua
- **Game Engine**: Unreal Engine 4, Unity
- **Version Control Tools**: Git, TortoiseSVN, SourceTree
- **Graphic Analyze Tools**: RenderDoc

PROFESSIONAL EXPERIENCE

Archosaur Games Inc   Beijing, China
Unreal Engine 4 Game Engine Engineer   Fall 2020

- Developed new engine features for game development teams to use
- Created the eye adaptation plugin for mobile with mentor and other developers, the feature was applied in the game Noah's Heart
- Researched Unreal Engine 4 new feature: sky and atmosphere rendering, successfully deployed it on mobile
- Developed an SDK for login, registration, and related functionality in Unreal Engine 4. SDK was deployed on PC version of Dragon Raja
- Replanted LiveLink facial capture feature from Unreal Engine 4 version 4.26 to version 4.21

X.D. Network   Shanghai, China
Game Designer Intern - Finding Paradise   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
- Facilitated project management by using SourceTree version control software
- Debugged 3 existing problems in the game editor and developed 2 new editor features

PROJECT EXPERIENCE

Northeastern University M.S. Thesis Project - Me Behind The Mirror   Boston, MA
Lead Developer   Spring 2020

- Developed the game system and game objects' functionalities
- Work on characters' bone animation control and visual effects design
- Created animation listening system which can keep multiple characters animation following the player's control.
- Fixed bugs and added new functionalities after each iteration. Managed project version with Unity Cooperation version control tool and UnityHub

Northeastern University Academic Project - Digital game: *Mathris*   Boston, MA
Idea Founder & Lead Designer & Developer   Fall 2018

- Provided the main idea of the game, designed game mechanics, develop game features
- Designed and developed game tutorial methods and features for single-player mode by using Unity C#
- Managed a 5 people team including designers, programmers, and artists to push the project progress steadily.