

Hao Tian

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Portfolio: <https://damientian.github.io/>

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
- **Systems:** Windows, macOS, Linux (Red Hat, Ubuntu)
- **Game Engine / Frameworks Tools:** Unity, QT, Github

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 follow the player's control, it can be used in the game manager without modifying the characters' animator model
- Fixed bugs and added new functionalities after each iteration. Managed project version with Unity Cooperation version control tool and UnityHub

Ludum Dare 43 - Digital game: Pyres

Boston, MA

Lead designer & Assistant Developer

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

Boston, MA

Idea Founder & Designer & Developer

Fall 2018

- Provided the main idea of the game, designed game mechanics, develop game features
- 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.

PROFESSIONAL EXPERIENCE

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
- 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