

# Daniel Tian

<http://danieltian.com/> | [danieltiandev@gmail.com](mailto:danieltiandev@gmail.com) | <https://github.com/DanielTianDev>

## EDUCATION:

**Simon Fraser University**, Vancouver, BC | Class of 2021

Master of Digital Media

Major GPA: 3.93

**British Columbia Institute Of Technology**, Burnaby, BC | Class of 2019

Bachelors of Computer Science

Graduated with Distinction

Major GPA: 3.5

## WORK EXPERIENCE:

**Oculus VR Unity Developer, UBC HIVE**, Vancouver, BC

June 2021 - June 2022

- Collaborated with a team of ux designers, 3D artists, and web developers to create a VR interactive medical simulation for students to learn how to talk to patients in a clinical setting.
- Designed the app to work with UBC mongoDB medical database for 3D scans of patient organs.

**Full Stack Web Developer, LOKI Systems**, Richmond, BC

January 2016 - August 2016

- Worked for an automatic payroll and scheduling software company, where my role was to create a support webapp for hundreds of customers for managing software that they have purchased.
- I worked with ASP.NET 5 to process data on the backend with MySQL as the database, and used Bootstrap and JavaScript/HTML5 on the front-end.

## PROJECTS:

**Exhibition Site for Vancouver Art Gallery** - <https://projects.thecdm.ca/artigital>

- Developed a site within a team of 6 people from multiple professional backgrounds. Designed in Figma (quick tool for building UI) and built in HTML/CSS/JavaScript and Unity WebGL for the interactive elements.
- On display to 600,000 visitors per year

**Realtime Multiplayer Simulation Platform with UBC CPD** -

<https://thecdm.ca/projects/industry-projects/realtime-multiplayer-simulation-platform-ubc-cpd>

- Collaborated with UBC Continuing Professional Development program to create a real-time multiplayer simulation platform that helps doctors learn and practice communication skills for Canadian medical exams. Used by 20 students per semester who are doctor practitioners.
- Created with C# and Unity; Networking Layer implemented via an open source library called Forge Networking. Voice chat, synchronization of player action/location all done with C#.

*Technical Skills: Sorted by most to least proficient*

Programming Languages: **C#, Java, C++, JavaScript, PHP, SQL, Python**

Technology Proficiencies: **Git, Apache Web Server, JQuery, React, Angular, Visual Studios, Microsoft Azure, AWS, Unity**