Tianyi Jin

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524 Nob Hill Cir, Charlottesville, VA 22903

education

University of Virginia

Dec 2017

M.S., Computer Science

Southeast University

2014

B.Eng., Software Engineering

experience

Center for Nonprofit Excellence · Charlottesville · IT consultant

Oct 2017

volunteer work on front and back ends web development of membership management system, using jQuery/Node.js/PHP/Wordpress/Stripe

The Legacy Foundation · Charlottesville · IT intern

May-Aug 2017

built and formulated client contacts database with python scripts and MySQL expanded and optimized Capital Needs Analysis program in C++/Xojo developed and improved corporate website and social media presence invented tools to connect with trendy APIs, providing first-hand financial data

Dimension VR Workshop · independent · chief programmer

2016 -

designed and implemented Dimension VR Estate App with Unity3D and Maya designed and programed small AR applications with Vuforia and Unity3D illustrate and explore the possibilities of computer graphics/animations in VR & AR

Transmension · Shanghai · programmer

2014 - 2016

co-led JustSing in a 10+ team, an once top 10 music game in Appstore Taiwan directed and programed game system and game logic on client side with C++/Lua handled server side commands via protobuf to keep strong net stability implemented and advanced animation, render, layouts and other graphic issues co-led JustSing TV in a team of 4 with Unity3D entirely, with multiple AssetBundles

$\textbf{Transmension} \cdot \textbf{Shanghai} \cdot \textbf{programmer intern}$

2013 - 2014

independently designed and programed an in-app purchase system for Bejeweled3 ported Plants Vs. Zombie 1 and Mole Kart 1 to Android, connecting payment API

highlights

- background in multiple software development topics from web, game to finance
- extensively used C++, Python, C#, Lua, Java, HTML5, CSS, JavaScript, PHP, SQL
- comfortable with game engines/tools such as Unity3D, Maya, OpenGL, OGRE, Cocos2d
- hands-on experience in full stack web development
- detail-oriented in UI/UX and visualization, familiar with ReactJS/AngularJS
- designing unique and engaging gameplay spaces and story-telling narratives
- project management and maintenance