Tianyi Jin

freddie.jin22@gmail.com | (434)-242-2333 | freddiejin.github.io

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/PHP/Wordpress/Stripe

The Legacy Foundation · Charlottesville · IT intern   May - Aug 2017
built and formulated client contacts database with python scripts
expanded and optimized Capital Needs Analysis program
developed and improved corporate website and social media presence
invented tools for connecting with trendy APIs to provide first-hand financial data

Dimension VR Workshop · independent · chief programmer   2016 -
designed and implemented Dimension VR Estate App with Unity3D
designed and programed small AR applications with Vuforia and Unity3D
illustrate and explore the possibilities of computer graphics/animation 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 net stability
implemented and advanced animation, render, layouts and other graphic issues
co-led JustSing TV in a team of 4 with Unity3D entirely

Transmension · Shanghai · programmer intern   2013 - 2014
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, Cocos2d
- hands-on experience in full stack web development
- detail-oriented in UI/UX and visualization
- designing unique and engaging gameplay spaces and story-telling narratives
- project management and maintenance