

Tianyi Jin

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passion

Game Design

designing unique and engaging gameplay and story-telling spaces

Software Development

building apps, writing useful scripts and solving practical problems

Visualization

focusing on trendy graphics/vision topics to display a more colorful world

experience

Dimension VR Workshop · chief programmer

2016 -

design and implement Dimension VR Estate App using Unity3D engine

design and program simple AR applications with Vuforia and Unity3D

Transmension · programmer

2014 - 2016

co-led JustSing, an once top 10 music game in Appstore Taiwan

program game logic and structure code on client side

handle server side commands to keep net stability

implement animation, render and other graphics issues

co-led JustSing (TV) using Unity3D entirely

Transmension · programmer intern

2013 - 2014

design and program an 'in-app purchase' system for Bejeweled3

port Mole Kart 1 and Plants Vs. Zombie to Android platform

education

University of Virginia

winter 2017

M.S., Computer Science

Southeast University

2014

B.Eng., Software Engineering

skills

familiar with multi game engines/tools

Unity3D, Cocos2D, Sexy(Popcap), Ogre, CEGUI

programming languages

C++, C#, Lua, Java, Python & others

quicker learner

work and study according to specific documents

team player

practiced in group communication and demonstration