Tianyi Jin

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highlights

- background in multiple software development topics from web, game to finance
- extensively used C++, Python, C#, Lua, Java, HTML5, CSS, SQL
- detail-oriented in UI/UX and visualization
- design unique and engaging gameplay spaces and story-telling narratives
- comfortable with game engines/tools such as Unity3D, Cocos2D, OpenGL, Maya
- project management and maintenance
- quick learner & good at time managing

experience

The Legacy Foundation · Charlottesville · IT intern   May - Aug 2017
build database of client contact information with python scripts
develop and optimize Capital Needs Analysis program
develop and improve corporate website and social media presence
connect with different API to provide first-hand financial data

Dimension VR Workshop · chief programmer   2016 -
design and implement Dimension VR Estate App with Unity3D engine
design and program small AR applications with Vuforia and Unity3D

Transmension · Shanghai · programmer   2014 - 2016
co-lead JustSing, an once top 10 music game in Appstore Taiwan
program game logic and game system code on client side
handle server side commands via protobuf to keep net stability
implement animation, render, layouts and other graphics issues
co-lead JustSing TV with Unity3D entirely

Transmension · Shanghai · 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
front and back ends web development for company products

education

University of Virginia   Dec 2017
M.S., Computer Science

Southeast University   2014
B.Eng., Software Engineering