

## 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

**The Legacy Foundation** · Charlottesville · IT intern

May - Aug 2017

expanded and optimized Capital Needs Analysis program

built and formulated client contacts database with python scripts

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 programmed 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 programmed 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 programmed an 'in-app purchase' system for Bejeweled3

ported Plants Vs. Zombie 1 and Mole Kart 1 to Android, connecting payment API

front and back ends web development for company products

### highlights

- background in multiple software development topics from web, game to finance
- extensively used C++, Python, C#, Lua, Java, HTML5, CSS, SQL
- comfortable with game engines/tools such as Unity3D, Maya, OpenGL, Cocos2d
- detail-oriented in UI/UX and visualization
- designing unique and engaging gameplay spaces and story-telling narratives
- hands-on experience in configuration of game devices/set-top boxes
- project management and maintenance