

Tianyi Jin

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## passion

### Software Development

build apps/webpages, write useful scripts and solve practical problems

### Game Design

design unique and engaging gameplay spaces and story-telling narratives

### Visualization

focus 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-lead JustSing, an once top 10 music game in Appstore Taiwan

program game logic and structure 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 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

participate in front and back ends web development for company products

## education

### University of Virginia

winter 2017

M.S., Computer Science

### Southeast University

2014

B.Eng., Software Engineering

## skills

### programming languages

C++, C#, Lua, Java, Python, Javascript, HTML5, CSS, PHP, SQL

### familiar with multi game engines/tools

Unity3D, Cocos2D, Sexy(Popcap), Ogre, CEGUI, Maya, Logic Pro X

### quicker learner

work and study according to specific documents

### team player

practiced in group communication and demonstration