

Tianyi Jin

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EDUCATION

University of Virginia

M.S., Computer Science | GPA: **3.85/4.0**

Charlottesville, VA

Dec 2017

Southeast University

B.Eng., Software Engineering | GPA: **3.30/4.0**

Nanjing, China

May 2014

EXPERIENCE

Center for Nonprofit Excellence

Charlottesville, VA

Volunteer IT Consultant

Oct 2017

- Worked with **jQuery+PHP+NodeJS** to improve membership management system, handling **Stripe** Payment API
- Revised frontend webpages of member center and information using **Javascript** and **Wordpress**
- General IT maintenance including software & hardware technical support for CNE and multiple local nonprofits

The Legacy Foundation

Charlottesville, VA

IT Intern

May-Aug 2017

- Built and formulated client database using **Python** and **MySQL** in order to effectively organize contacts and data
- Expanded and optimized Capital Needs Analysis program in **C++/Xojo**, providing reliable details on asset management
- Developed and improved corporate website and social media presence with **CSS+HTML5+Wordpress**
- Invented tools with **Python(Pandas, Seaborn, Pygal)** to connect with trendy financial APIs and present data visually
- Performed analysis and provided solutions for IT system and user computing requirements in the office

Transmension

Shanghai, CN

Software Engineer

2014-2016

- Co-led online music game JustSing in a 10+ team, reached 7th Top Grossing at Appstore Taiwan
- Directed and programed in **C++/Lua** for task system, pet system, shop system and their logic codes on client side
- Handled server side commands via **protobuf** to keep strong net stability for multiplayer competing simultaneously
- Implemented and advanced game graphics including animation, rendering and layouts with **OGRE+CEGUI+OpenGL**
- Co-led JustSing TV in a team of 4 with **Unity3D** entirely, using different AssetBundles to achieve diverse effects

Transmension

Shanghai, CN

Software Engineer Intern

2013-2014

- Designed and programmed an independent In-App Purchase system for Bejeweled 3 Android, using **C++** and **Java**
- Ported Mole Kart 1 (**Unity3D**) and Plants Vs. Zombie 1 (Sexy, Popcap) to Android platform. Programmed supportive scripts to make adapted to different IO controllers and device screens, in **C#/Javascript/C++**

PROJECTS

Dimension VR Estate App

2016 -

- Designed and implemented immersive estate displaying system in VR, with **Unity3D+Maya**, including a gaze-input menu
- Designed and programed Abbey Road, an AR music player with **Vuforia+Unity3D**

Digital Animation Workshop

Fall 2017

- Worked with various technologies in **Maya** including Lighting, Materials, Rigging, Particle, Fluid and MEL script. Edited and delivered video projects with **iMovie/Final Cut Pro**
- Illustrated and explored the possibilities of VR & AR animations

Minimal TLS

Spring 2017

- In a group of 4, created a minimal server-side implementation of TLS 1.3 in **Rust**, supporting >90% of browser clients

Storefront Recognition

Fall 2016

- In a group of 2, designed and implemented an automatic storefront identification tool using street images as input and retrieved additional information from Yelp/Google Maps as output
- A multimodal approach combining deep learning, image matching(**OpenCV**) and text detection, developed in Python

WTJU DJ

2017 -

- Co-host jazz programming Anything Goes (Mon 9pm-11) at community radio station

SKILLS

- **Programming Languages:** C++, Python, C#, Lua, Java, Scala, JavaScript, SQL, HTML+CSS, PHP, Clojure
- **Platform and Applications:** AWS EC2, Linux, Google Cloud, Git, Xcode, Visual Studio, IntelliJ IDEA
- **Game Engines and Tools:** Unity3D, Maya, OpenGL, OGRE, cocos2D, App Game Kit, Construct 2
- **Web Development:** jQuery, Angular, Bootstrap, NodeJS, REST APIs, Wordpress, Agile Development