Internationale "Mr.Runner" Defy

Remote C++ Programmer (Game Play)

✉ thetruemrrunner@gmail.com
📞 (+86) 13659191993
📍 Shanghai, China
📅 Jan 12, 1998
🐙 InternationalDefy
Mr.Runner

🌐 Skills

Rust ● ● ● ● ○

C++ ● ● ● ● ○

WebGPU ● ● ● ● ○

Vulkan & D3D12 ● ● ● ○ ○

Rendering Pipeline ● ● ● ○ ○

Game UI ● ● ● ● ●

English ● ● ● ● ○
CET-6

🧠 Introduction

- Good education and fundamental knowledge.
- Pragmatic, enthusiatic, and open-minded.
- Self-driven part-time study all the time.
- Passion for video games, experience for lots of AAA games.
- Ability and experience in porting multi-platform commercial game engine's low-level API (Unity).

🎓 Education

Master of Software Engineering, *East China Normal University* 🔗
Sep 2022 – present | Shanghai, China

Bachelor of Software Engineering,
Huazhong University of Science and Technology 🔗
Sep 2016 – Jun 2020 | Wuhan, China

💼 Professional Experience

Intern C++ Game Engine Programmer (WebGPU), *Unity China* 🔗
Jul 2023 – present | Shanghai, China
  Report to senior programmer, pre-study new features for Unity engine independently under minimum supervision.

C++ Game Programmer (Game Client), *Perfect World* 🔗
Jan 2021 – Jul 2021 | Beijing, China
  Report to lead programmer, develop and maintain complete systems independently.

Junior Software Engineer (Game Engine), *Virtuos Games* 🔗
Jul 2020 – Dec 2020 | Chengdu, China
  Report to lead programmer and producer, fix minor issue after porting, pre-study new porting projects.

Intern C++ UE Programmer (Game Play), *Seasun Gaming* 🔗
Jun 2019 – Aug 2019 | Shenzhen, China
  Report to senior programmer, develop and refactor gameplay features under supervision.

📁 Projects

Unity, *a multi-platform commercial game engine.* 🔗
Jul 2023 – present

New Swordsman mobile, *an MMORPG mobile game.* 🔗
Jan 2021 – Jul 2021

NieR: Automata NS porting, *an open world ARPG.* 🔗
Sep 2020 – Dec 2020

Horizen Zero Dawn PC porting, *an open world ARPG.* 🔗
Jul 2020 – Sep 2020

Re2, *a Rust implemented E-C-S-based game engine.* 🔗
Nov 2019 – May 2020

Sunken Century, *a UE4 implemented PUBG-like moblie game.*
Jun 2019 – Aug 2019