

Resume

Haotian Zheng (Justin Fincher)

iOS & Unity Developer, amateur UI Designer

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About

Male who was born in 1997. Currently an undergraduate student in the department of Computer Science in Center South University in Hunan, Changsha, China (2014-2018).

GitHub : [@JustinFincher](https://github.com/JustinFincher)

Dribbble : [@JustZht](https://dribbble.com/JustZht)

LinkedIn : [@郑昊天 \(Justin Fincher\)](#)

Online Portfolio : <http://portfolio.justzht.com/>

Skills

- **Cocoa Development**

Develop iOS / macOS software using Objective-C. Can use main stream APIs & frameworks.

- **Interface Design & Digital Art**

Mobile UI Design (Sketch). Basic 3D modeling (MODO). Texturing (Substance Painter).

- **Unity Development**

Develop Unity software using C#. Main stream APIs understanding & usage. Written some native plugin for iOS / Android.

Awards

- **i-lab & SegmentFault Shanghai Hackathon Rank #3**

2016.10 Developed an information publishing iOS app using the image recognition API from Microsoft Azure with my hACKbUSTER teammates. [GitHub](#)

- **SegmentFault & AngelHack Shenzhen Hackathon Rank #1**

2016.5 Developed an iOS prototype tool using the Framework7 css framework and iflytek voice recognition API with my hACKbUSTER teammates. [GitHub](#) | [News](#)

- **Uber China Hackathon Rank #3**

2016.1 Developed an iOS app helping tourists to go sight-seeing with the help of UBER. By hACKbUSTER. [GitHub](#) | [News](#)

- **Epoch: China Art Hackathon Rank #2**

2015.12 Developed an iOS music visualization app using MAX7, OSC protocol and SceneKit

with my hACKbUSTER teammates. [GitHub](#)

- **SegmentFault Beijing Hackathon Rank #1**

2015.10 Developed an Unity and Vuforia based AR app aiming to help people fixing their MacBooks with my hACKbUSTER teammates. [GitHub](#) | [News](#)

Projects

Company projects

Baidu Inc. (百度)

- **Unity Project Code Refactoring @ Baidu Home Intelligence Department**

2017.3 - 2017.8 Unity code refactor, animation state machine development.

RavenTech (渡鸦科技)

- **Audio Visualization @ RavenTech**

2016.7 - 2016.9 Wrote some code for RavenTech's Raven H-1 media box. Mainly for unity music visualization (with audio source drum detection), mono runtime hot reload, and some native communication with Android.

- **VR Research @ RavenTech**

2016.5 Did some VR research in RavenLab, using Unity & GearVR. We lately finished a VR app we called Project Argos, which provides a virtual desktop experience with RavenTech's EVA AI assistant. I wrote parts for GearVR SDK integration, Leap Motion C# SDK data streaming through socket, a VR tab-based UI system, a VR remote desktop mirroring client and a VR web browser.

Out-Source Projects

- **医和本初**

2016.11 (Removed for sale) Outsourcing project, iOS Hybrid App, with JS - WebKit communication.

- **运贸网**

2015.7 (Removed for sale) iOS outsourcing project, with location and map, PingXX payment SDK, push notification. [App Store](#)

Personal projects

(Note : I have plenty of them. To see in detail, visit [Portfolio](#) and [GitHub](#). I also writes some posts on projects that is WIP or not open sourced on my personal blog)

- **Board For GitHub**

2017.4 macOS Project, get a quick glance on GitHub boards with natives features. Listed as 4th on Product Hunt 2017.05.25. [Store Link](#) | [GitHub](#)

- **Lonely Planet**

2016.12 Unity project, showing off my shader port of LibNoise. By running on GPU, generation

2K resolution height map had been boosted by 50 times in comparison to running to CPU. [App Store](#)

- **Contributions For GitHub**

2016.10 iOS project, providing today extension and watch app. Listed as 4th on Product Hunt 2016.11.22. [App Store](#) | [GitHub](#).

- **Project Fragment**

2016.05 Rails project, a web shortcuts collection. [Link](#)

Social activity

- **Tutor in CSU iOS laboratory**

2016.9 - 2017.2 Teach iOS application development to 20-30 fellow students. Content : Objective-C, Basic UIKit Control, MVC, NSUserDefaults, UITableView.