

# Resume

郑昊天 ZHENG HAOTIAN, iOS & Unity Developer, also known as ID Justin Fincher

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## About

Male who was born in 1997. Currently in the middle of deferment in Computer Science @ Center South University (2014–2018, degree certificate will be issued in June 2019). See my [Personal Website](#), [GitHub](#), [Dribbble](#), [LinkedIn](#) and [Online Portfolio](#).

## Skills

- **Cocoa Development**

Develop iOS / macOS software using Objective-C. Mastery in main stream APIs & frameworks usage. **Winner of Apple WWDC 2018 Scholarship.**

- **Unity Development**

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

## Awards

- **Hunan University HuaZhong HHHackathon Rank #2**

2018.5 Developed an AR wiki app with object detection and 3d UI with my teammates using ARKit, CoreML, Unity. [GitHub](#) | [News](#)

- **IKEA IKODE@SHANGHAI Hackathon Rank #1**

2018.4 Developed an app helping people to assemble their furniture without instruction manual, using Unity & ARKit. [GitHub](#)

- **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 teammates. [GitHub](#)

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

2016.5 Developed a prototype tool using the Framework7 CSS framework and iflytek voice recognition API. [GitHub](#) | [News](#)

- **Uber China Hackathon Rank #3**

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

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

2015.12 Developed an iOS music visualization app using MAX7, OSC protocol and SceneKit with my teammates. [GitHub](#)

- **SegmentFault Beijing Hackathon Rank #1**

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

## Projects

### Company projects

- **Interactive Movie Development @ RCT Studio**

2018.9 - 2019.1 Responsible for the initial structure of the interactive movie project & movie script parser as co-founder & chief engineer. Helped RCT to be a YC 19W finalist in the winter of 2018.

- **Unity Project Code Refactoring @ Baidu**

2017.3 - 2017.8 Unity code refactor. Work done mainly in animation state machine, reactive C# and native UI in RN related development.

- **Audio Visualization & VR Research @ RavenTech**

2016.7 - 2016.9 Unity work mainly done in music visualization, script hot reload, native plugin for Android, gesture & gaze based UI system in VR and video texture for video chat in VR.

### Out-Source Projects

- **3D Presentation App**

2017.7 Outsourcing project, integrating Unity to an iOS project. Using Method Swizzling and Build Script for non-invasive integration. Also responsible for asset bundle packaging and writing Unity & iOS GPUImage shader. [App Store](#)

### Personal projects

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

- **Skyline**

2018.1 Android project, Live wallpaper based on Mapbox & Unity. Ranks top ten for a week on Google Play App & Games (US region, data source AppAnnie, 2018.1.19 - 2018.1.27), featured by The Verge, TNW, LifeHacker and Android Authority. [Google Play](#) | [Landing Page](#) | [The Verge](#)

- **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](#)

- **Epoch Core**

2016.12 Unity project, validating 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](#) | [Play Store](#)

- **Contributions For GitHub**

2016.10 iOS project for viewing GitHub commit graph in 2D / 3D, providing today extension and watch app. Listed as 4th on Product Hunt 2016.11.22. [App Store](#) | [GitHub](#).

## 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.