Resume

Haotian Zheng (Justin Fincher)

iOS & Unity Developer, amateur UI Designer
Personal Website : **fincher.im** [https://fincher.im/]
Personal Blog : **www.justzht.com** [http://www.justzht.com/]
Email Address : **zhtsu47@me.com** [mailto:zhtsu47@me.com]
Phone Num :
+86 18556572637 (China Mainland) [tel:+86-185-5657-2637]
+1 (469) 751–2468 (Google Voice) [tel:+1-469-751-2468]

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)** [https://www.linkedin.com/in/昊天-郑-6ba0b0b2/]
Online Portfolio : **http://portfolio.justzht.com/** [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** [https://github.com/hACKbUSTER/ConnectPlusPlus]
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** [https://github.com/hACKbUSTER/ProjectDaVinci] | **News** [https://segmentfault.com/a/1190000005656846]
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** [https://github.com/hACKbUSTER/UberGuide-iOS] | **News** [https://segmentfault.com/a/1190000004372053]
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** [https://github.com/hACKbUSTER/Renaissance]
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** [https://github.com/hACKbUSTER/FixPlusPlus] | **News** [https://segmentfault.com/a/1190000003920404]

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

3D Presentation App
2017.7 Outsourcing project, integrating Unity to an iOS project. Using Method Swizzling and Build Script for noninvasive integration. Also responsible for writing Unity shader and iOS GPUImage shader. **App Store** [https://itunes.apple.com/cn/app/%E7%95%AA%E5%8D%B0/id1289058317?mt=8]
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** [https://itunes.apple.com/us/app/e-yun-da/id1017101878?l=zh&ls=1&mt=8]

Personal projects

(Note : I have plenty of them. To see in detail, visit **Portfolio** [http://portfolio.justzht.com/] and **GitHub** [https://github.com/JustinFincher]. I also writes some posts on projects that is WIP or not open sourced 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，ANDROID AUTHORITY，LIFEHACKER. **Google Play** [https://play.google.com/store/apps/details?id=com.JustZht.Skyline] | **Landing Page** [https://justinfincher.github.io/ProjectSkylineLandingWebGL/]
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** [https://justinfincher.github.io/BoardForGitHub-Landing/] | **GitHub** [https://github.com/JustinFincher/BoardForGitHub]
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** [https://itunes.apple.com/cn/app/lonely-planet-procedurally/id1177530091?mt=8]
Contributions For GitHub
2016.10 iOS project, providing today extension and watch app. Listed as 4th on Product Hunt 2016.11.22. **App Store** [https://itunes.apple.com/us/app/contributions-for-github/id1153432612?mt=8] | **GitHub**

[https://github.com/JustinFincher/GitHubContributionsiOS].
Project Fragment
2016.05 Rails project, a web shortcuts collection. **Link** [http://start.justzht.com/boarding/1]

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, NSUserDefault, UITableView.