

# Resume

## Haotian Zheng (Justin Fincher)

iOS & Unity Developer, amateur UI Designer

Personal Website : [fincher.im](http://fincher.im)

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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](#)

Dribbble : [@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 (MOD0). 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

- 医和本初

2016.11 (Removed for sale) Outsourcing project, iOS Hybrid App.

- **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 commutation 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.

- 运贸网

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

## Personal projects

(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)

- **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](#)