

# 郑昊天 ZHENG HAOTIAN

Indie app & game developer who was born in 1997.

- Email Address: [justzht@gmail.com](mailto:justzht@gmail.com)
- Phone: [+86 18556572637 \(China Mainland\)](tel:+8618556572637) | [+1 \(469\) 751-2468 \(US\)](tel:+14697512468)
- Links: [Personal Website](#) | [GitHub](#) | [Dribbble](#) | [LinkedIn](#) | [Portfolio](#) | [App Store](#) | [Play Store](#) | [itch.io](#).

## Skills

- **Programming Language:** Objective-C, C#, Java, Ruby, JavaScript
- **Framework & Tool Usage:** Cocoa Touch, Unity, Android, Vuejs, Git, Sketch, Adobe AE
- **Spoken Language:** Chinese, English

## Experience

- **RCT Studio** 2018.9 - 2019.1 as Chief Engineer
  - Provided an idea for handling storyline boundaries in interactive movie telling that is in pattern similar to occlusion portal in graphic systems.
  - Wrote demos for the movie script parser using Unity and Google Cloud Natural Language API.
- **RavenTech & Baidu** 2016.4 - 2017.8 as Growth Hacker Intern.
  - Created and maintained Unity codebase and internal tools. Refactored C# code with UniRx (Reactive C#) for the better readability & usability.
  - Built Android native plugins for Unity to handle two-way commutations for state sync & audio data visualization, and providing Android UI access in bitmap format to the Unity client through JNI & native texture pointer.
  - Completed a gesture and gaze based interaction system in the VR app, with curved UI shader and socket forwarding of Leap Motion data.
  - Built several small iOS apps with various frameworks.
- **FinGameWorks** 2015 - Present as Indie Developer
  - Provided several solutions for integrating Unity view into existing iOS projects when doing outsourcing projects. The first is to use method swizzling and build script to achieve UIApplicationDelegate implementation forwarding from iOS to Unity. The second is to use ruby script to modify exported Unity project and turns it into a static framework.
  - Worked out the solution to make Unity instance as a live wallpaper for Android, Mac and PC platforms, respectively using Activity Wrapper, UIWindow and User32 hacks.
  - Ported libNoise to cg to use as a Unity shader, making heightmap generation of my space simulator game 50 times faster than CPU only based solution.
  - Shipped macOS, iOS and Android apps that have been on Product Hunt daily #4 and Google Play most paid rank #1 in the US.

## Education

- **Central South University** 2014–2018 (deferment, degree certificate will be issued in June 2019)
  - Bachelor of Engineering in Computer Science.
  - Outstanding graduate thesis award for the final year project.
  - Used to teach iOS development basics as a tutor in the school funded iOS club.

## Projects

- **Skyline Live Wallpaper:** Live wallpaper based on Mapbox & Unity.
- **Epoch Core:** Procedurally generated planets tech demo made with Unity.
- **Artwall:** macOS menubar app for saving ArtStation images with multi-monitor support.
- **GitHub Contributions:** iOS & watchOS app for viewing GitHub commit graph in 2D/3D perspective.

## Awards

- **Apple WWDC 2018 Scholarship** 2018.5
- **Hunan University HuaZhong HHHackathon Rank #2** 2018.5
- **IKEA IKODE@SHANGHAI Hackathon Rank #1** 2018.4
- **i-lab & SegmentFault Shanghai Hackathon Rank #3** 2016.10
- **SegmentFault & AngelHack Shenzhen Hackathon Rank #1** 2016.5
- **Uber China Hackathon Rank #3** 2016.1
- **Epoch: China Art Hackathon Rank #2** 2015.12
- **SegmentFault Beijing Hackathon Rank #1** 2015.10