

# Resume

## Haotian Zheng (Justin Fincher)

iOS & Unity Developer, amateur UI Designer

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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).

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/>

## 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.

### Interface Design & Digital Art

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

## 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](https://github.com/JustinFincher/AReco) | [News](http://hn.people.com.cn/n2/2018/0528/c336521-31632822-3.html)

### IKEA IKODE@SHANGHAI Hackathon Rank #1

2018.4 Developed a app helping people assemble their furniture with my hACKbUSTER teammates, using Unity & ARKit. [GitHub](https://github.com/hACKbUSTER/IKEA-Maker)

### 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)

[\[https://segmentfault.com/a/1190000005656846\]](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)

[\[https://github.com/hACKbUSTER/UberGuide-iOS\]](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** [\[https://github.com/hACKbUSTER/FixPlusPlus\]](https://github.com/hACKbUSTER/FixPlusPlus) | **News** [\[https://segmentfault.com/a/1190000003920404\]](https://segmentfault.com/a/1190000003920404)

## Projects

### Company projects

#### RCT Studio

##### Interactive Movie Development @ RCT

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.

#### Baidu Inc. (百度)

##### Unity Project Code Refactoring @ Baidu Home Intelligence Department

2017.3 - 2017.8 Unity code refactor. Work done mainly in animation state machine, reactive C# and native UI in RN related 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), unity assembly 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 non-invasive integration. Also responsible for asset bundle packaging and writing Unity shader and iOS GPUImage shader. **App Store** [\[https://itunes.apple.com/cn/app/%E7%95%AA%E5%8D%B0/id1289058317?mt=8\]](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.

### Personal projects

(Note : I have plenty of them. To see in detail, visit **Portfolio** [\[http://portfolio.justzht.com/\]](http://portfolio.justzht.com/), **GitHub** [\[https://github.com/JustinFincher\]](https://github.com/JustinFincher), **App Store** [\[https://itunes.apple.com/cn/developer/haotian-zheng/id981803173?mt=8\]](https://itunes.apple.com/cn/developer/haotian-zheng/id981803173?mt=8), **Play Store** [\[https://play.google.com/store/apps/dev?id=5201975025990666617\]](https://play.google.com/store/apps/dev?id=5201975025990666617) and **itch.io** [\[https://justzht.itch.io/\]](https://justzht.itch.io/). 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, ANDROID AUTHORITY, LIFEHACKER. **Google Play** [\[https://play.google.com/store/apps/details?id=com.JustZht.Skyline\]](https://play.google.com/store/apps/details?id=com.JustZht.Skyline) | **Landing Page** [\[https://justinfincher.github.io/ProjectSkylineLandingWebGL/\]](https://justinfincher.github.io/ProjectSkylineLandingWebGL/) | **The Verge** [\[https://www.theverge.com/circuitbreaker/2018/1/20/16909558/skyline-android-app-wallpaper-live-map-location\]](https://www.theverge.com/circuitbreaker/2018/1/20/16909558/skyline-android-app-wallpaper-live-map-location)

#### 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** [\[https://justinfincher.github.io/BoardForGitHub-Landing/\]](https://justinfincher.github.io/BoardForGitHub-Landing/) | **GitHub** [\[https://github.com/JustinFincher/BoardForGitHub\]](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** [\[https://itunes.apple.com/cn/app/epoch-core/id1177530091?mt=8\]](https://itunes.apple.com/cn/app/epoch-core/id1177530091?mt=8) | **Play Store** [\[https://play.google.com/store/apps/details?id=com.JustZht.LonelyPlanet\]](https://play.google.com/store/apps/details?id=com.JustZht.LonelyPlanet)

#### Contributions For GitHub

2016.10 iOS project, providing today extension and watch app. Listed as 4th on Product Hunt 2016.11.22. **App Store** [\[https://itunes.apple.com/us/app/contributions-for-github/id1153432612?mt=8\]](https://itunes.apple.com/us/app/contributions-for-github/id1153432612?mt=8) | **GitHub**

[\[https://github.com/JustinFincher/GitHubContributionsiOS\]](https://github.com/JustinFincher/GitHubContributionsiOS).

### **Project Fragment**

2016.05 Rails project, a web shortcuts collection. **Link** [\[http://start.justzht.com/boarding/1\]](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, UserDefaults, UITableView.