Game Developer Intern Game Developer Intern Game Developer Irvine, CA ?Currently looking for 2017 Full Time position as a software engineer/game developer. ?Solid knowledge in Data Structure and Algorithm, Game Development, Artificial Intelligence, Web Design and Development. ?Hands-on experience in Python, C++, C#, SQL, HTML, Unity, UE4, and 3ds max. ?Quick learner with problem solving skills and passion on new technology. ?For more information, please visit my personal website: http://www.jianyuz.com/ Sponsorship required to work in the US Work Experience Game Developer Intern iDreamsky Technology - Shenzhen, China July 2016 to September 2016 Mobile game UI design / functions design Write design documents, keep revising it within group Analyze requirement specifications from party A and write patent applications discussions Software Engineer Intern Tencent - Shenzhen, China June 2015 to August 2015 Develop Wechat game "Three Kingdom Floating Life" Help implementing the "visit" system back-end database Employ WeX5 as Wechat API for client Create data models and propagated them into server database Python Lab Tutor University of California Irvine - Irvine, CA March 2014 to June 2015 Three ICS lab courses for four times total with high evaluations. Help students with course projects and related questions Regular meeting with professors learning teaching methods pedagogical materials per quarter Education Bachelor's in Computer Game Science University of California - Irvine, CA September 2013 to March 2017 Skills Python (4 years), C++ (4 years), C# (2 years), Java (2 years), Javascript (2 years), HTML 5 (2 years), CSS (1 year), SQL (1 year), Unity3D (3 years), Unreal Engine 4 (2 years), 3D Studio Max (2 years) Links http://www.jianyuz.com/ Awards

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Top 6 in US in the IEEEXtreme Programming Competition 9.0 2015-10

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