Tanjuan
2025 Graduate | Unity | 10k-20k

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Education

Full-time Bachelor's Degree   September 2021 - July 2025

Beijing Institute of Graphic Communication   Major in Digital Media Technology   School of New Media

Professional Skills

Programming: **C#, Python, Java, Kotlin**

Unity3D: Proficient in **cross-platform** development with Unity engine, including physics engine, animation system, particle system, **Unity Shader**, UGUI, etc.

Database Technology: **SQL Server, MySQL, SQL**

Web Development: **JavaScript, HTML, CSS, PHP**

Art Design: Blender, 3DsMax, C4D, PBR Workflow, Rigging, Figma, Adobe XD, Photoshop

Video and Animation Production: After Effects, Premiere, Photoshop, Adobe Illustrator, etc.

Personal Skills

English Communication: Able to **communicate fluently in English with foreign developers** and participate in international projects.

English Learning: Engage in **at least six hours of weekly** voice communication with foreign teachers to improve English proficiency.

Intership

March 2023 - March 2023   **China International Fashion Week**   New Media Position

- **WeChat Public Account Layout**: Designed and implemented the layout of the WeChat public account, successfully completing the promotion and publication tasks for the Fashion Week, enhancing readership and brand influence.

- **Video Editing**: Responsible for editing and post-production of Fashion Week runway videos, providing high-quality video content for subsequent promotions.

May 2023 - August 2023   **Beijing Shengshi Leye Technology Co., Ltd.**   Unity3DDeveloper

- **Unity3D Development**: Responsible for the design and development of the client's core product, implementing various features using C# programming language, and delivering high-quality products.

- **Database Management**: Utilized MySQL for efficient and reliable data management within Unity.

- **Cross-department Collaboration**: Worked closely with cross-department teams to successfully optimize scene functionalities, enhancing user experience and product performance.

August 2023 - December 202	**China Railway Container Transport Co., Ltd.**
	Unity3D Developer and AE Animator

- **Unity3D Development**: Developed 3D data visualization logic using Unity, enhancing the intuitiveness and user experience of data presentation.
- **AE Animation Production**: Independently created animations for showcasing the China-Europe railway process using After Effects, managing the entire production process single-handedly to achieve the desired effect.
- **Client Communication**: Accompanied leaders to the client's company multiple times for discussions during the animation production process, ensuring accurate implementation of project requirements and achieving high client satisfaction.

January 2024 - January 2025	**Beijing Yuanli Education Technology Co., Ltd. (Yuanfudao)**
	Unity3D Developer and VFX Artist

- **Unity Development**: Responsible for game logic and UI development, using C# with Unity to build frameworks and implement features, ensuring smooth game operation and user-friendly interface.
- **Unity Visual Effects**: Created all in-game visual effects, utilizing Unity's particle system and shader technology to produce a variety of rich visual effects, enhancing the gaming experience.
- **Cross-Platform Development**: Implemented development across Unity iOS, Android, and WebGL platforms.
- **Model Integration**: Managed cross-departmental model integration, inspecting models and animations for compliance with development standards, and assisted with necessary modifications to ensure project consistency and quality.

Project

Android Software Development - Quizzer——Quizzer   December 2024 - Present
Kotlin Development, UI Design
Project Overview:

    Collaborated with an Android developer from Netflix to gain experience with industry-standard development processes and best practices. Conducted online meetings entirely in English with foreign developers, efficiently utilizing GitHub repositories to ensure project progress.

Project Involvement (to date):

    UI Design: Responsible for designing low-fidelity and high-fidelity UI mockups, collaborating with the team using Figma. Completed all high-fidelity mockups, including designing a theme switcher (day/night mode) with plugins.

    Kotlin Development: Developed pages using Jetpack Compose, adhering strictly to clean architecture for Android. Implemented Google account login and registration functionality in conjunction with Firebase.

Personal Resume Website Development   November 2024 - Present
Web Frontend Development, Unity Development
Project Overview:

    Collaborated with an Australian full-stack developer to experience international development standards and cutting-edge technology. Conducted the entire communication process in English, effectively overcoming language barriers to ensure smooth project progress.

Project Involvement (to date):

    Website Frontend Development: Responsible for front-end development using HTML, CSS, and JavaScript, including layout, styling, and interactive features.

    Unity Development: Integrated Unity WebGL to publis