# Chi Shen

(585) 485-8571 / shenchi710@gmail.com / shenchi.github.io

## Education

Aug, 2016 - Present *Rochester Institute of Technology*

Masters of Science in Game Design and Development

Sep, 2008 - Jul, 2012 *Beihang University, Beijing*

Bachelor of Engineering in Computer Science and Engineering

## Work Experience

Mar, 2014 - Mar, 2016 Kabam, Beijing - Software Engineer

- Mobile game, Kingdom of Camelot: Battle for the North. (Unity/C#)
    - Developed new gameplay features for each new version.
    - Helped artists creating visual effects by writing or tweaking shaders.
    - Optimized performance on existing code base.

Jun, 2012 - Jan, 2014 Happy Elements, Inc. Beijing - Software Engineer

- Mobile game, TianShu. (Unity/C#)
    - Gameplay programming.
    - Helped artists creating visual effects by writing or tweaking shaders.
    - Wrote tools for artists to import assets and tools for level designer.
    - Helped with optimizing the performance of rendering.
- Mobile game, Happy Fish, android version. (Cocos2d-x/C++)
    - Gameplay programming.
    - Participated in UI framework design.
    - Wrote bash scripts for building and distributing App package.

## Other Experience

- Participated in NOIp (National Olympiad in Informatics in Provinces) when I am in high school. First prize.
- A simple operating system kernel, running on x86 CPU, with multi-processing, and can be booted from a floppy disk with FAT12 file system. It is a side project in my spare time in high school.
- A compiler for subset of C language, which generates x86 assembly code with a few code optimizations like local common subexpression elimination.
- A software fixed rendering pipeline, which supports triangle rasterization with fixed vertex format, depth testing, and shading with some basic local lighting models.
- Graduation design, fluid simulation based on SPH(smoothed particle hydrodynamics), which uses CUDA for physical simulation acceleration, reconstructs fluid surface mesh with Marching Cubes algorithm.