

# Chi Shen

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**EDUCATION:**     **Rochester Institute of Technology**     Rochester, NY  
Masters of Science in Game Design and Development     Aug 2016 – Aug 2018  
**Beihang University**     Beijing, China  
Bachelor of Eng. in Computer Science & Engineering     Sep 2008 - Jul 2012

**SKILLS:**     **Languages & APIs:** C (6 years), C++ (4 years), C# (4 years), Python (1- year),  
x86 assembly (1- year), OpenGL4 (2 years), Direct3D11 (0.5 year);  
**Tools:** Unity3D, Visual Studio, Git, Bash, Maya, Blender

**EXPERIENCE:**     **Kabam Inc., Beijing Studio**     Beijing, China  
Software Engineer     Mar 2014 - Mar 2016  
Mobile game, *Kingdom of Camelot: Battle for the North*     (Unity/C#)  
▪ Gameplay programming for features of new versions.  
▪ Wrote and tweaked shaders to help artists creating visual effects.  
▪ Optimized performance of existing code base.  
**Happy Elements Inc.**     Beijing, China  
Software Engineer     Jun 2012 – Jan 2014  
Mobile game, *TianShu*     (Unity/C#)  
▪ Gameplay programming.  
▪ Wrote and tweaked shaders to help artists creating visual effects.  
▪ Wrote tools for artists to import assets and tools for level designers.  
▪ Helped with optimizing the performance of rendering.  
Mobile game, *Happy Fish*     (Cocos-2dx/C++)  
▪ Gameplay programming.  
▪ Wrote bash scripts for building and distributing App package.

## OTHER PROJECTS:

- **Side project**, an ascii-style FPS game with a software rendering pipeline, which supports triangle rasterization, custom vertex and pixel shaders, flexible vertex format, depth testing, and output result as ascii graphics to windows command console.
- **Graduation project** for my bachelor degree, fluid simulation based on SPH (smoothed particle hydrodynamics), which uses CUDA for physical simulation acceleration and reconstructs a fluid surface mesh with the Marching Cubes algorithm.
- **Side project**, a simple operating system kernel, running on single core x86 CPU, with multi-processing, and can be booted from a floppy disk with FAT12 file system. It is a side project from my spare time in high school.
- **Side project**, a compiler for a subset of the C language, which generates x86 assembly code with a few optimizations like local common subexpression elimination.
- **Side project**, work in progress, a 3d graphics engine supports multiple graphics API, like Direct3D 11, Direct3D 12 and Gnm.