Chi Shen

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EDUCATION:

Rochester Institute of Technology   Rochester, NY
Master of Science in Game Design and Development   Aug 2016 – May 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 (1 year), Gnm (1- 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.
- 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:

- **Graduation project**, work in progress, a slice of a cross-platform 3d action game on both PC and PS4. I'm in charge of base engine and rendering system. And I also built assets conversion tools and a simple humanoid animation retargeting tool.
- **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's 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.