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 (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.
- 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.