# Shenqi Ye

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## EDUCATION：

**University of Southern California,** *M.S. in Computer Science in Game Development*            Sep.2020-Now

**Hangzhou Dianzi University,** *B.S. in Digital Media Technology*            Sep.2016-Jun.2020

## TECHNICAL SKILLS:

*Coding (proficient):* JavaScript, HTML, CSS, WeChat Mini Program *(familiar):* C#, Java, Git, Unity 3D, Vue, React

*Design (proficient):* Adobe Photoshop *(familiar):* Adobe Illustrator, Adobe InDesign, Adobe Animate, Blender

## WORKING EXPERIENCE:

**Meituan(Beijing)**            Jun.2020-Jun.2021

*Front-end Developer in Youxuan Department(full-time)*

- Maintained and developed exhibition pages of a WeChat mini program related to community group buying with **JavaScript**, **TypeScript**, **WXML** and **WXSS**.
- Shortened FCP/FMP time in landing page to increase new users' retention rate to **65%** by rebuilding data request method, optimizing scrolling interaction of long list, and applying pre-load.
- Implemented pre-rendering of some critical data for speeding up page initialization when jumping from sku list page to sku detail page and eventually optimized the performance by **40%**.
- Aggregated and unified some similar modules left over from history and abstracted them into public components for subsequent expansion and maintenance.

## PROJECTS:

### Zhongfu Confidential Education Online Learning Platform

- Planned and designed two scenarios of the checkpoint mode. Combined with the content of confidential education program to design the assessment method.
- Designed all the 2D pictures and interaction methods with **Adobe Photoshop**.
- Wrote a static page by **JavaScript**, **HTML5** and **CSS3** on **Adobe Dreamweaver** to realize the user interaction function, showing the interface layout of the online platform.

### 3d Shooting Game *LIGHT UP THE EARTH*

- Designed the core mechanics and user interface as the director of this project.
- Developed main features with **Unity**, including capturing goals, random spawner, shop system, props system and UI during game playing.
- Helped other members to debug and optimized background story and tutorial scenes.

### 2d Simulation Game(2022 Global Game Jam) *LORD OF THE LAND*

- Designed the whole user interaction and made 90% 2D art materials in the game with **Adobe Photoshop.**
- Developed and helped debugged some of the game mechanics and all the UI part with **Unity**, including start scene, main scene UI, properties management and upgrade logic.

### 2D Role-playing Adventure Game HEDGE HUG

- Developed prototypes of ceramic-making scene and core puzzles scene, multiple camera perspective, interactive animation with **Unity** as the leader of the engineering team.

### Android Electronic Bookkeeping App *LITTLEBILL*

- Implemented all the GUI design with **Adobe Illustrator.**
- Developed all the logical functions, including user login, registration, bookkeeping, billing history, income-expenditure analysis via **Java** and **XML** on **Android Studio** with the help of third-party libraries.

## HONORS AND AWARDS:

- Outstanding Graduate of 2020, HDU
- The 1st-class and 2nd-class Scholarship in 2017 & 2018, HDU
- Provincial Government Scholarship for 2018-2019 & 2017-2018 academic year, Ministry of Education