張景照
Ching Chao, Chang
Dorgon Chang

EMAIL:
dorgonman@
hotmail.com

BLOG:
dorgon.
horizon-studio.net

GITHUB:
github.com/
dorgonman

張景照(Dorgon Chang)

Game Software Engineer

About Me   Professional game programmer with vast experince in game development and DevOps automation. Currently working on Game Projects using UnrealEngine 4.

Experience

2018-04-Current, Neobards Entertainment, Senior Software Engineer

Working on Game Projects using UnrealEngine 4

2016/12-2018-03, Medical Augmented Intelligence, Software Architect

As a main programmer, develop following VR Projects and functions using UE4:

- Acupuncture Simulation VR Project (B2B, Support Vive and Oculus)
- Body VR for Beginners (google store, Daydream)
- Medical Anatomy Training VR Project with Networking and Multiplayer (B2B, Support Vive and Oculus)
- Visualizing medical images using Volume Render Algorithm in VR(B2B, Support Vive and Oculus)
- CI/CD using VSTS

2015/10-2016/11 , Gumi Taiwan, Tech Lead

As a Engineer Team Leader, mentoring and sharing coding Skills with team members, and make sure features are shipped in timely manner.

2013/10-2015/10 , Gumi Taiwan, Software Engineer

As a Game Client Programmer, implement several funtions for

- LINE Three Kingdoms Brave using cocos2dx:
  - Architecture Design and Implement
  - Dialogue System
  - Patch System
  - CI/CD using jenkins
  - Implement Database ORM with SOCI for client
  - Boost Library Integration for Android and iOS
  - Other Game Logics Implementation
- Crystal of Reunion: Establish Localization Workflow using Unity I2 Localization Plugin.

2012/11-2013/09 , Nubee Pte Ltd, Taiwan, Software Engineer

As a Game Client Programmer, implement several funtions for

- Fanta Swords
  - CI/CD using jenkins
  - Patch System
  - Texture Pack and Compress for Android(ETC1) and iOS(PVR)

2012/08-2012/11 , Nubee Pte Ltd, Singapore, Software Engineer

As a Game Client Programmer, implement several funtions for

- Samurai Empire
  - Porting in House C++ Game Engine to Android Platform.
  - Social Network Binding for Facebook, twitter, renren, weibo and mixi
  - Android GCM Notification
  - Device Binding and Transfer

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Education

Master of Science in Multimedia Engineering
Master Thesis:Measuring Difficulty and Complexity of Puzzle Games
Code Used in Thesis:https://github.com/dorgonman/Cross_Block

2010/10-2011/04, University of Tokyo, Japan, Department of Electrical Engineering and Information Systems
Exchange Student

2005/09-2009/06, National Yunlin University of Science and Technology, Taiwan, Information Management
Bachelor of Business Administration

Software Development Skills

Knowledge
- CI/CD
- Computer Graphics
- iOS/Android Development
- Machine Learning
- Networking
- Game AI
- Cross Compiling

Programming
- C/C++
- Shell Script
- C Sharp
- Python
- Java
- CMake

Game Engine Experience
- Unreal Engine 4
- OGRE
- cocos2d-x
- UDK
- Unity
- HGE

Project Management Software Experience
- VSTS
- Mantis
- Redmine
- Jira
- Trello

Version Control
- GIT/GIT LFS
- SVN

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Side Projects: UE4

- HorizonUI Plugin:
  https://www.unrealengine.com/marketplace/horizon-ui-plugin

- HorizonTween Plugin:
  https://www.unrealengine.com/marketplace/horizontween-plugin

- HorizonVR Plugin:
  https://www.unrealengine.com/marketplace/horizonvrplugin

- HorizonDatabase Plugin(OpenSource):
  https://github.com/dorgonman/HorizonDatabaseDemo

- Contribute Bug fix Code to UE4 version 4.9, 4.14, 4.15 and 4.19, you can find my name "dorgon chang" in contributors list.

- UE4 VR Training Camp Lecturer:
  http://dorgon.horizon-studio.net/zh/archives/1198

Side Projects: Others

- Tutorial for C++11 Universal Reference:
  http://dorgon.horizon-studio.net/zh/cuniversalreference

- Connect6: variation of connect5
  https://github.com/dorgonman/connect6

Honors

- The Phi Tau Phi Scholastic Honor Society (2009)

Language Skills

- Mandarin Chinese: Native Speaker
- English: Business Level, New Toeic 805(CEF B2), 2016
- Japaness: Business Level, JLPT Level 1 339/400, 2006