



張景照

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# 張景照 (Dorgon Chang)

## Game Software Engineer

**About Me** Professional game programmer with vast experience in game development and DevOps automation. Currently working on VR Projects for B2B using Unreal Engine 4.

## Experience

### 2016/12-Current, 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 Multi-player (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

### 2012/08-2012/11 , Mandatory military service



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## Education

2009/09-2011/06, National Chiao Tung University, Hsinchu, Taiwan, College of Computer Science, Institutes of Multimedia Engineering

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](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

### 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