



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 Game Projects using UE4.

Experience

2018-04-Current, Neobards Entertainment, Principal Programmer

Working on Game Projects using UE4

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

As a main programmer, develop following VR Projects 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)
- 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

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

- Azure DevOps
- Mantis
- Redmine
- Jira
- Trello

Version Control

- GIT/GIT LFS
- Perforce
- 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>
- HorizonFramework Plugin:
<https://www.unrealengine.com/marketplace/horizonframework-plugin>
- HorizonDatabase Plugin(OpenSource):
<https://github.com/dorgonman/HorizonDatabaseDemo>
- Contribute Bug fix Code to UE4 version [4.9](#), [4.14](#), [4.15](#), [4.19](#) and [4.21](#), you can find my name "dorgon chang" in contributors list.

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