張景照(Dorgon Chang)

Software Engineer

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About Me   Professional game programmer with vast experince in game development and DevOps automation.

Experience

2018-04-Current, NeoBards Entertainment, Principal Programmer
Working on Game Projects using UnrealEngine

2016/12-2018-03, Medical Augmented Intelligence, Software Architect
Working on VR Projects using UnrealEngine

2015/10-2016/11 , Gumi Taiwan, Tech Lead
Working on Mobile Game using cocos2dx

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

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

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

2012/08-2012/11 , Mandatory military service

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

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