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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | http://img01.51jobcdn.com/im/2016/resume/man.png | |  |  |  | | --- | --- | --- | | 曾峰 | | ID:383728712 | | http://img01.51jobcdn.com/im/2016/resume/y1.png目前正在找工作 | http://img01.51jobcdn.com/im/2016/resume/y2.png15216627821 | |  |  | | --- | --- | | http://img01.51jobcdn.com/im/2016/resume/y3.png | zengfeng75@qq.com | | | http://img01.51jobcdn.com/im/2016/resume/y4.png男|30 岁 (1988/04/26)|现居住上海-嘉定区|10年工作经验 | | | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | |  |  | | --- | --- | | **最近工作** | | | 职位： | Unity3d主程 | | 公司： | 上海炫踪网络信息科技有限公司 | | 行业： | 网络游戏 | | |  |  | | --- | --- | | **最高学历/学位** | | | 专业： | 摄影，动画 | | 学校： | 江西先锋软件职业技术学院 | | 学历/学位： | 大专 | | |  |  | | --- | | **个人信息** | | |  |  |  |  |  | | --- | --- | --- | --- | --- | | |  |  | | --- | --- | | 个人主页： | [爱海游 http://blog.ihaiu.com](http://blog.ihaiu.com) | | |  |  | | --- | | **目前年收入  (税前)49万元**（工资3.5万/月 + 项目节点奖金7万） |  |  | | --- | | **求职意向** | | |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | |  |  | | --- | --- | | 期望薪资： | 50-60万 元/年 | | |  |  | | --- | --- | | 地点： | 上海 | | | |  |  | | --- | --- | | 职能/职位： | 高级软件工程师  客户端主程 | | |  |  | | --- | --- | | 行业： | 网络游戏 | | | |  |  | | --- | --- | | 工作类型： | 全职 | |  | |  |  | | --- | | **参与过的游戏项目** | | |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | |  | |  | | --- | | [[http://www.ihaiu.com/othericons/movie2.png](http://gideamovie.ihaiu.com/)  Movie Inc.](http://gideamovie.ihaiu.com) | | |  | | --- | | [[http://www.ihaiu.com/othericons/jo.png](http://blog.ihaiu.com/game_JustOutlaws)  Just Outlaws](http://blog.ihaiu.com/game_JustOutlaws) | | |  | | --- | | [[http://www.ihaiu.com/othericons/kcj.png](http://blog.ihaiu.com/game_CR)  小小空城计](http://blog.ihaiu.com/game_CR) | | |  | |  | | --- | | [[http://www.ihaiu.com/othericons/hsqj.png](http://hs.xd.com/)  横扫千军](http://hs.xd.com/) | | |  | | --- | | [[http://www.ihaiu.com/othericons/kt.png](http://kt.xd.com/)  开天辟地](http://kt.xd.com/) | | |  | | --- | | [[https://web.xdcdn.net/game/td/img/mobile_icon/icon-120.png?1488955179](http://td.xd.com/)  天地英雄](http://td.xd.com/) | | |  |  | | --- | | **工作过的公司** | | |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | |  | |  | | --- | | [http://www.ihaiu.com/othericons/shinezone.png](https://www.shinezone.com/) | | |  | | --- | | [http://www.ihaiu.com/othericons/xd.png](https://www.xd.com/) | |  | |  |  | | --- | | **工龄** | | |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | |  |  | | --- | --- | | 游戏行业： | 10年 | | 客户端主程： | 3个项目 (2个U3D， 1个HTML5) | | Unity： | 5年 | | 页游： | 3年 | | Web开发： | 2年 | | |  |  | | --- | | **研究过的第三方:** | | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | |  |  | | --- | --- | | Lua： | XLua、ULua | | UI： | FairyGUI、UGUI、NGUI | | 框架： | ET、王者荣耀 | | 行为树： | http://www.aisharing.com, 腾讯behaviac、FlowCanvas、 NodeCanvas | | 寻路： | AstarPathfinding | | 网络： | Photon TRUESYNC、ForgeNetworkingRemastered、ET、王者荣耀 | | 嵌套浏览器： | Crosswalk | | 接过的SDK： | iOS内购、Google Play内购、quicksdk、微信分享以及国内某些渠道的各种登录付费 | | |  |  | | --- | | **自己写的值得分享工具:** | | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | |  |  | | --- | --- | | 生成FairyGUI代码(TypeScript) | <http://blog.ihaiu.com/tool-ExportFairyGUICode/#content> | | 导出xlsx配置文件工具(可以转csv json 生成TypeScript) | <http://blog.ihaiu.com/tool-ExportXlsx/#content> | | ihaiu.language多语言工具 | <https://github.com/ihaiucom/ihaiu.language> | | ExportProto生成unthink proto代码 | <https://github.com/ihaiucom/ihaiu.ExportProto> | | Laya添加批量转换Spine | <https://github.com/ihaiucom/ihaiu.LayaSpineBatch> | | ihaiu.MergeJSForLaya合并JS工具 | <https://github.com/ihaiucom/ihaiu.MergeJSForLaya> | | Unity 图集分割 | <http://blog.ihaiu.com/unity-SplitAtlas/#content> | | cmd open命令 | <http://blog.ihaiu.com/cmd-open/#content> | | ihaiu.SceneViewEditor.unitypackage (Unity场景视角和摄像机视角互相转换) | <https://pan.baidu.com/s/1geSeW4j> | | ihaiu.Loger (C# Log 用来适配 Console.WriteLine 和 Unity Debug) | <https://github.com/ihaiucom/ihaiu.Loger> | | ihaiu.Bezier (贝塞尔曲线) | <https://github.com/ihaiucom/ihaiu.Bezier> | | ihaiu.GUIDRef (查看项目资源使用情况) | [http://blog.ihaiu.com/unity-GUIDRef](http://blog.ihaiu.com/unity-GUIDRef/) | | ihaiu.OpenAsset (指定IDEA打开指定格式文件) | [http://blog.ihaiu.com/unity-OpenAsset](http://blog.ihaiu.com/unity-OpenAsset/) | | Ihaiu.PoolManager (对象池) | <http://github.ihaiu.com/> | | ihaiu.AssetManager (资源打包、加载) | <https://github.com/ihaiucom/ihaiu.AssetManager> | | ihaiu.MultiThreadDownload (多线程下载) | <http://blog.ihaiu.com/unity-多线程下载> | | ihaiu.PhotoVideo (视频相册) | <http://blog.ihaiu.com/unity-VideoPhoto/> | | |  |  | | --- | | **项目中写的编辑工具:** | | |  | | --- | | 小小空城计--关卡编辑器  Just Outlaws--关卡编辑器  FGUI/UGUI 资源冗余查找替换编辑器  还有些其他的一时忘了 | |  |  | | --- | | **工作经验** | | |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | |  |  | | --- | --- | | 2017/7-至今 | **Unity3d主程**|Gidea | | 上海炫踪网络信息科技有限公司 [1年5个月] | | | 网络游戏|民营公司 | | | |  |  | | --- | --- | | 工作描述： | 负责客户端框架和游戏开发 负责工具开发 负责安排任务计划 负责制定美术资源规格，程序规范 负责组织客户端程序学习和交流活动，带领新人 | | | | | |  |  | | --- | --- | | 2015/3-2017/7 | **Unity3d主程**|小小空城计 | | 上海萌豹网络 [2年4个月] | | | 网络游戏|创业公司 | | | |  |  | | --- | --- | | 工作描述： | 负责游戏客户端架构、编辑工具以及其他模块； 负责游戏战斗系统（客户端和服务器）； 负责渠道sdk、分享sdk对接； 负责对策划案进行系统设计以及工作量分析，安排日常开发工作； 负责带领新人熟悉项目； 协同策划和美术优化改善游戏； | | | | | |  |  | | --- | --- | | 2011/5-2014/9 | **Unity3d AS3开发工程师**|城北大王寨 | | 心动网络股份有限公司 [3年4个月] | | | 网络游戏|上市公司 | | | |  |  | | --- | --- | | 工作描述： | 《横扫千军》负责武将系统开发。  《开天辟地》负责游戏核心World（地图、单位）开发。以及很多的模块开发，估计超过20个（聊天、签到、好友、副本、国战、家族战、跨服战、秘境寻宝等） ps:感觉可以组成一个独立游戏 ^\_^  《天地英雄》负责战斗维护、成就开发以及海外版本换皮。 | | | | |  |  | | --- | | **项目经验** | | |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | |  |  | | --- | --- | | 2017/5-至今 | **Movie Inc.** | | |  |  | | --- | --- | | 所属公司： | 上海炫踪网络信息科技有限公司 | | | | |  |  | | --- | --- | | 项目描述： | 在线体验：<http://gideamovie.ihaiu.com>(放在自己网站网络可能比较慢) 游戏类型：模拟经营 类似游戏：《票房大卖王》 游戏引擎：LayaAir1.7 开发语言：TypeScript、JavaScript 游戏UI : FairyGUI 支持发布: Android App, iOS App, PC浏览器(Chrome、Safari、Fiefox)，手机浏览器（包括微信浏览） 应用版支持热更新  因为发布应用LayaNative在Android上的运行效率实在太低，而且官方维护很慢。所以我们采用自己用原生应用嵌套浏览器的方式Crosswalk，这方面的工作有以下: 1. 嵌套浏览器：Crosswalk 2. 实现Java和javascript通信: 借鉴WebViewJavascriptBridge，实现Objec之间对接 3. 实现app事件和信息获取 4. 修改SDK调用入口(数据统计，异常上报，支付) 5. 添加多线程断点续传下载文件 6. 添加线程操作文件: 解压ZIP, 拷贝文件，初始化资源 7. 实现热更新 8. 实现应用大版本更新，支持下载方式： DownloadManager、应用内多线程断点续传、跳转浏览器。下载完成应用内有服务监听调安装接收器 9. 版本管理工具：版本对比资源文件打包,、推送、修改版本号、发布   #工具开发： 配置生成工具：生成csv / json, 生成代码数据结构、解析器。 <http://blog.ihaiu.com/tool-ExportXlsx/#content>  UI代码生成工具: 根据UI生成代码视图控制器 <http://blog.ihaiu.com/tool-ExportFairyGUICode/#content>   多语言工具： 约定配置表里的多语言字段前缀，生成多语言编辑Excel。再导出对应语言包 协议生成工具： 生成协议数据结构代码，生成处理器、发送器 版本发布工具：自定义选项去做不同的处理，如: 平台、渠道、GM等  #配置生成的代码目录结构: Config |--ConfigExtends //配置文件Class，逻辑扩展 |--ConfigStructs //配置文件数据结构，不可手动编辑。重新生成会被替换 |--ReaderExtends //配置获取逻辑扩展 |--RenderStructs //配置读取、解析器。也是配置的容器类。重新生成会被替换  #UI代码目录 fgui |--Extend //自定义组件逻辑 |--Generates //根据UI组件的结构xml文件生成的代码字段数据结构  #协议 proto |--controller // 消息请求和对应的接收目录 |    |--AccountHandler //消息接收处理器 |    |--AccountSender //消息发送器 | |--oobhandler //数据结构消息处理器目录     |--ItemDataHandler//物品数据处理器     |--MailDataHandler//邮件数据处理器 | | | | | |  |  | | --- | --- | | 2017/1-2018/5 | **Just Outlaws** | | |  |  | | --- | --- | | 所属公司： | 上海炫踪网络信息科技有限公司 | | | | |  |  | | --- | --- | | 项目描述： | 游戏视频： <http://blog.ihaiu.com/game_JustOutlaws> 游戏类型：动作、生存、塔防 类似游戏： 魔兽争霸3里的《守卫剑阁》、《亡者之夜》 游戏引擎：Unity 5.6、 XLua 开发语言：C#、Lua 游戏音效 ：FMOD 游戏UI : UGUI、XLua 支持发布： Android、iOS  战斗： 角色操作模式：借鉴《王者荣耀》 网络同步方式：帧同步 网络--Demo期间 ：使用的Photon TRUESYNC 网络--正式开发期间：借鉴了 Photon TRUESYNC、ForgeNetworkingRemastered、ET、王者荣耀  框架：采用ECS方式 寻路：AstarPathfinding Shader: ShaderForge (项目中使用到的不多，也就几个材质球)  AI ：基于分数系统, 行为树 （PS: 正式版没来得及使用行为树，研究了一段时间想应用到游戏，结果公司上层冻结该项目，开新项目去了。）  行为树参考：http://www.aisharing.com, 腾讯behaviac，FlowCanvas, NodeCanvas | | | | | |  |  | | --- | --- | | 2015/3-2017/7 | **小小空城计** | | |  |  | | --- | --- | | 所属公司： | 上海萌豹网络 | | | | |  |  | | --- | --- | | 项目描述： | 游戏视频：[http://blog.ihaiu.com/game\_CR](http://blog.ihaiu.com/game_CR" \t "_blank) 游戏类型：对战、塔防、策略 类似游戏： 《蘑菇战争》 游戏引擎：Unity 5.4、 uLua 开发语言：C#、Lua 游戏UI : UGUI、uLua 支持发布： Android、iOS | | | | | |  |  | | --- | --- | | 2014/6-2014/9 | **横扫千军** | | |  |  | | --- | --- | | 所属公司： | 心动网络股份有限公司 | | | | |  |  | | --- | --- | | 项目描述： | 游戏主页：[http://hs.xd.com/](http://hs.xd.com/" \t "_blank) 游戏类型：卡牌、回合 类似游戏： 《守卫剑阁》、《亡者之夜》 游戏引擎：Unity 4.2 开发语言：C# 游戏UI : NGUI 支持发布： Android、iOS 唐国强代言 | | | | |  |  | | --- | --- | | 责任描述： | 负责武将系统开发 | | | | | |  |  | | --- | --- | | 2012/1-2014/6 | **开天辟地** | | |  |  | | --- | --- | | 所属公司： | 心动网络股份有限公司 | | | | |  |  | | --- | --- | | 项目描述： | 游戏主页：[http://kt.xd.com/](http://kt.xd.com/" \t "_blank) 游戏类型：角色扮演、回合、页游 游戏引擎：Flash 开发语言：AS3 爱情公寓代言 | | | | |  |  | | --- | --- | | 责任描述： | 负责游戏核心World（地图、单位）开发。以及很多的模块开发，估计超过20个（聊天、签到、好友、副本、国战、家族战、跨服战、秘境寻宝等） | | | | | |  |  | | --- | --- | | 2011/5-2012/1 | **天地英雄** | | |  |  | | --- | --- | | 所属公司： | 心动网络股份有限公司 | | | | |  |  | | --- | --- | | 项目描述： | 游戏主页：[http://td.xd.com/](http://td.xd.com/" \t "_blank) 游戏类型：角色扮演、回合、页游 游戏引擎：Flash 开发语言：AS3  2010--2011年RPG网页游戏巨作 | | | | |  |  | | --- | --- | | 责任描述： | 负责战斗维护、成就开发以及海外版本换皮。 | | | | |  |  | | --- | | **技能特长**（包括IT技能、语言能力、证书、成绩、培训经历） | | |  | | --- | | 技能/语言 | | |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | |  |  | | --- | --- | | **JavaScript** | 精通 | | |  |  | | --- | --- | | **Photoshop** | 熟练 | | | |  |  | | --- | --- | | **C/C++** | 一般 | | |  |  | | --- | --- | | **Java** | 熟练 | | | |  |  | | --- | --- | | **PHP** | 熟练 | | |  |  | | --- | --- | | **MySQL** | 熟练 | | | |  |  | | --- | --- | | **Android** | 良好 | | |  |  | | --- | --- | | **Python** | 一般 | | | |  |  | | --- | --- | | **IOS** | 良好 | | |  |  | | --- | --- | | **C#.NET** | 精通 | | | |  |  | | --- | --- | | **Lua** | 精通 | | |  |  | | --- | --- | | **HTML5** | 精通 | | | |  |  | | --- | | **附加信息** | | |  | | --- | | 其他 | | |  |  |  |  |  | | --- | --- | --- | --- | --- | | |  |  | | --- | --- | | 主题： | **职业目标** | | 主题描述： | #最近学习计划 看王者荣耀代码研究一下他们的技术。 看ET框架最近的改动，吸收一下优点 学习Unity自带的Shader编辑器和ShaderForge，趴一趴里们的实现原理和算法 重温一下behaviac，FlowCanvas, NodeCanvas，Photon TRUESYNC、ForgeNetworkingRemastered、ET 自己写一个完整的帧同步框架 自己写一个完整的行为树AI实现  #愿望 能加入或组建一个实力NB的团队 能加入一个公司游戏文化氛围好的公司 参与一款像《王者荣耀》这样的大作游戏 | | | | |  |  | | --- | --- | | |  | | --- | |  | | | | |