Ling Mao

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Date of Birth: 26/04/1989
Degree: Master in Computer Science
English: IELTS 7.5

Career Objective

With great interest and passion in casual game industry, I have worked as a programmer for 4 years, and gained experience in many aspects of mobile game development. I find there are high demand for making efficient tools for speeding up team workflow, and wish to dedicate my career to creating such incredible things, being a connection between team members.

Skills

• Programming: C#, C/C++, Unity Shader(variant of HLSL).
• Practiced in Unity3D game engine.
• Knowledge of 3D math and OpenGL.
• Knowledge of 3ds Max.
• Familiar with Git and SVN.
• Experience of software development framework: Scrum.
• Efficient communicating skills and fluent English speaking.

Work Experience

08/2014 - 09/2016 **Mobile game developer**
Company: **Com2Ply Interactive Ltd.**
Projects:
1. "Boxer"(code name), RPG mobile game.
2. "Great Wall", MMORPG mobile game, with IP of the same name movie directed by Yimou Zhang.

Responsibilities:
1. Developed a fully functional gameplay system which consists of avatar entity system, skill features, AI, input command, etc.
2. Developed tools using Unity Editor script, e.g. Skill Editor, Game Guide Editor, tools for animation clip splitting and data extracting.
3. Cooperated with designers for designing gameplay, and with artists for making rules in art resources production.

06/2014 - 07/2014 **Mobile game developer**

Company: **DeNA China**

Projects:

"NBA My Dream", 2D card mobile game.

Responsibilities:

1. Implemented i18n.
2. Integrated social SDK.

06/2012 - 05/2014 **Mobile game developer**

Company: **Triniti Interactive Studios Ltd.**

Projects:

1. CoM Zombies, TPS PvE mobile game.
2. CoM Infinity, TPS PvP mobile game.

Responsibilities:

1. Incremental development for published product, including UI and gameplay features.
2. Improved product performance.
3. Supported multi-platform, e.g. iOS, Android, and Windows Phone.
4. Implemented i18n.

Education

09/2010 - 11/2011   Trinity College Dublin, Ireland
MSc   Interactive Entertainment Technology

09/2006 - 06/2010   East China University Of Science and Technology
B.Eng.   Information Engineering