Hongjun Tao

Atlanta, GA - Email me on Indeed: indeed.com/r/Hongjun-Tao/b3cf24f0674f09ce

WORK EXPERIENCE

indie game developer
personal work - September 2015 to Present

IOS Game: One Strike

Created by myself with Unity, coding in c#,
modeling with 3Dmax, self-built levels,
texture and concept painting with ps6,
original music and SFX processing with Cubase

Appstore Link: https://itunes.apple.com/us/app/one-strike/id1233839896

Recorded video: https://youtu.be/9jOUaYISLPg

IOS Game Project: Hover Tank

Created by myself with Unity, coding in c#, modeling with 3Dmax,
self-built levels, texture with ps6, SFX processed with Cubase

Playable Demo Video: https://youtu.be/0w57x9-hK84
Relevant Coursework

Gatech Course Projects for Video Game Design
Unity course projects concerning character control & animations,
level build, sound system,
game AI, game UI & And a final team projects of a third person game.
Gatech Course Projects for Advance Programming Techniques
Independent projects concerning Parallel Programming,
OpenGL, template vector class, CUDA GPU
Relevant Coursework

Gatech Course Projects for Data & Visual Analytics
Data visualization and analysis with python,
javascript, css, html5 and d3.js
Team project for predicting movie quality and visualization
Gatech Course Projects for Computer Networks
Mobile cloud computing
--built a interactive map with AWS using nginx
and google map API
Relevant Skills

Unity, Unreal engine 4 (currently building a tps game with it)
3Dmax, photoshop, Cubase

coding language: c, c#, c++, python, javascript, html, php

Other Links
https://itunes.apple.com/us/developer/hj-tao/id1233839895

http://taohj.deviantart.com/

EDUCATION

Master of Science in Electrical and Computer Engineering in Electrical and Computer Engineering
Georgia Institute of Technology - Atlanta, GA
September 2015 to March 2017

Bachelor of Science in Electrical engineering and automation in Electrical engineering and automation
China University of Mining and Technology
September 2011 to June 2015

SKILLS

unity (2 years), C (3 years), C# (2 years), Python (2 years), Javascript (2 years), HTML (2 years), PHP (2 years)

LINKS

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