



ZIQUIANG YUAN

(J.C)

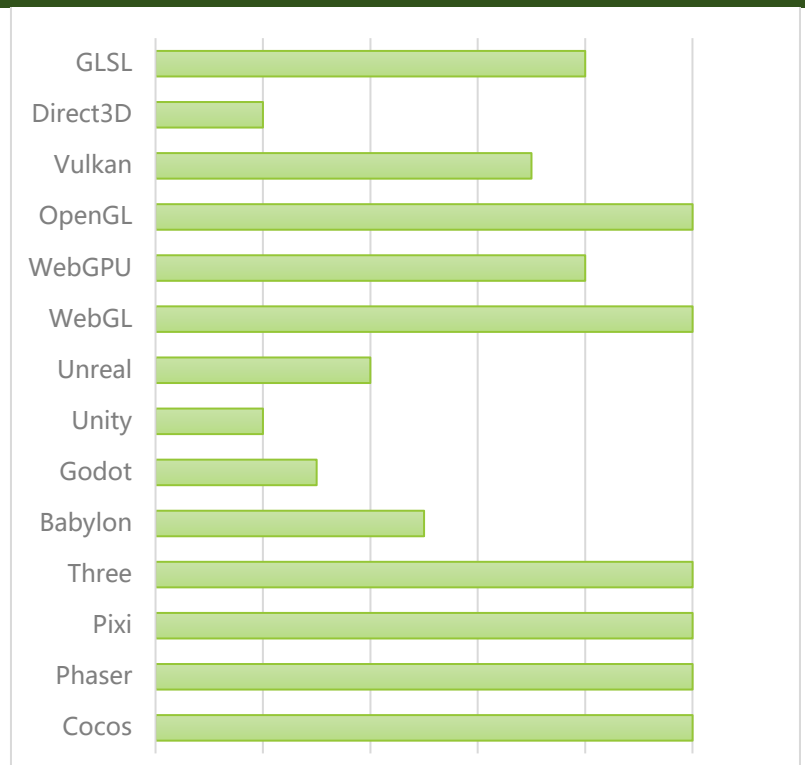
PERSONAL INFORMATION

Date of Birth: Jun. 12 1985
Ethnicity: Han
Place of Birth: Hubei
Current Location: Shenzhen, China

I am a front-end developer and a team manager. My primary responsibilities include the development and management of front-end rendering and interactive projects. I have a strong interest and passion for the field of rendering and graphics, with a solid foundation in various aspects of rendering technology.

I graduated from Yan Lingqi's GAMES202 (Graphics And Mixed Environment Symposium) course with a perfect score on all assignments. I have personal insights and experience in

SKILLS



WORK EXPERIENCE

Technical Lead

WISEMIND JiuZuo Culture Co., Ltd.

March 2017 - March 2023

Languages: TS, JS, C#

Mainly responsible for the management and development of front-end interactive projects, mini-game projects, and team collaboration. During this period, I accumulated a wealth of knowledge related to rendering and architecture. I also submitted numerous bug fixes to third-party rendering engines listed in the skills section above, such as Phaser, Pixi, Cocos native Vulkan, etc.

Senior Software Engineer

Shenzhen Better Medical Equipment Co., Ltd.

July 2015 - March 2017

Languages: Java, C++

Primarily responsible for developing upper-layer applications for the company's hardware devices, such as ECG data analysis. During this period, I mastered hardware development and serial communication processes. This experience also laid a solid foundation for my development of interactive hardware such as Arduino.

rendering engine architecture and native rendering development, and can independently or lead a team to complete specific projects or tasks.

I possess strong stress resistance and can maintain efficiency and stability in a high-pressure work environment. I emphasize teamwork and excel in communicating and coordinating with team members to ensure the smooth progress of projects.

CONTACT INFORMATION

Mobile:

13826551594

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Front-end Developer

CIMA Technology HK

May 2013 - May 2015

Languages: JS

A subsidiary of a foreign company in Shenzhen, mainly responsible for creating embedded applications (browser-based) for set-top boxes. Since HTML5 had just been released at that time, the development encountered many difficulties. However, the key project with Panasonic, co-developed with Specific Media, allowed me to grow rapidly.

EDUCATION

China Three Gorges University

Bachelor's Degree in Computer Science and Technology

March 2012 - July 2014

The Open University of China

Associate Degree in Computer Network Technology

September 2007 - July 2010