

Chen ZHANG

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2400 Glenna Goodacre Blvd, Lubbock, Tx
US

OBJECTIVE: A challenging enrollment for Computer Science Grad-school program at Texas Tech University

EDUCATION: Texas Tech University

Lubbock, US

Bachelor's Degree

Sept. 2017 to Dec. 2020

Major: Computer Science

Minor: Math

GPA: 3.8

EXPERIENCE:

Indi Game developer

Sep. 2017 to Present

- As a full stack developer to develop table game on both frontend and backend
- Using Ali Cloud Server (CentOS+nginx+php+MongoDB) to deploy Facebook instant game
- Using unity 3d to develop PRG games (based on data-oriented structure)

Dalian Zeus Entertainment Co., Ltd.

Oct. 2015 to Aug. 2017

Senior Programmer

- As a full stack developer to develop table game on both frontend and backend
- Manage development team (6 people)

Beijing Panorama Chang You Information Technology Co., Ltd.

Founder & CTO

Apr. 2013 to Oct. 2015

- Being responsible for the R & D of all original projects of our company
- Using MINA as backend to develop online mobile game
- Using cocos2d-x JS engine and Unity3D engine to develop mobile games
- Being in charge of recruiting and training programmers/2D 3D artists/game designers, designing R & D plan and managing the R & D group

Tak Technology Co., Ltd. Shenzhen

Senior Programmer

Dec. 2011 to Apr. 2013

- Being responsible for the R & D of backend of online game
- Using MINA to build massive online player game. (Deployed on CentOS server)
- Using cocos2d-x game engine to develop ACT game based on physical engine (Box2D)

Beijing Jinjianheng Communication Equipment Co., Ltd.

CTO

Aug. 2008 to Dec. 2011

- Being responsible for the R & D of mobile game engine.
- Have written several 2D game engine based on C/K-Java/C++ language
- Taking charge of the R & D of the tools for developing mobile games such as 2D map editor / sprite editor / picture compression tools (using java se)
- Training new programmer and manage the development team include programmer, 2D artist and game designer. (30 people sperated into 4 teams)

Beijing Shiji Sanhong Media Co., Ltd.

Programmer

June 2006 to July 2008

- Being responsible for the R & D of the frontend and backend of commercial wap site
- Developing k-java mobile game using console engine created by Doja

COMPUTER ABILITIES:

- Excellent in Unity engine, cocos2d-x engine, data structure, game algorithm, software reverse static analysis, decompilation, dynamic and static debugging
- Excellent in multiple programming language like C#, C, C++, Java SE and script language like python and java script
- Excellent in cloud server, CentOS+nginx+php+MangoDB
- Excellent in operating system: Linux, CentOS
- Excellent in database like: Oracle, MySQL, Mango DB
- Excellent in various IDE such as Eclipse, Visual Studio, WebStorm, etc.
- Being interested in QT and MFC and MISP assembly language
- Written several 2D game engine and plenty tools for game developing.