

PERSONAL STATEMENT

---ZHANG Chen

'In the information age, the barriers to entry into programming just aren't there. The barriers are self-imposed. If you want to set off and go develop some grand new thing, you don't need millions of dollars of capitalization. You need enough pizza and Diet Coke to stick in your refrigerator, a cheap PC to work on, and the dedication to go through with it.' These words come from John D. Carmack, a legend game programmer, and also my idol. Since the day of my 14 when I successfully assembled a computer on my own, I started to learn programming and gradually became confident that the world of computer was indeed where I belonged. Compared with those who listed their primary factor in choosing a university specialty as whether the graduates get good jobs, I selected *Computer Network Technology* out of my genuine interest when I entered Beijing Union University and then naturally got my dreamed career as a programmer after graduation in 2005.

If you're doing a job that you like, work itself can give you a feeling of satisfaction, and your career can also be a lot of fun. Fortunately, from my career starting point as an ordinary programmer porting the kjava game and developing the frontend and backend of commercial wap site to my present position as a founder and CTO developing all original projects for our company, writing game engine and managing the whole R & D group, the past 12 years, I've always been following my preferred career, working on game programming. Thinking back the initial period I confronted tens of thousands lines of game code 12

years ago when I was transplanting many mobile games to multiple devices, without perfect IDE and debugging tools, it was difficult to debug on console. Thanks to my great patience and enthusiasm, I was able to code, output information and debug over and over again. After the attentive and hard work of several months, I smoothly got a command of the basic structure of game code and implication of most SC, and then started to write my own 2D game engine by using java se. The challenges I encounter were balanced by the joy and satisfaction of a programming job well done.

As my programming ability has improved over the past 12 years, I have promoted from ordinary programmer to senior programmer to CTO and finally establishing my own business with gradual proficiency in different algorithms and many data structure, as well as organization and management. In 2013 when I thought time was right, I, together with my partner, based on experience and game engine accumulated before, established our own company and I took the position as the CTO mainly taking charge of the research and development and the training for R & D members. Truly, working in the industry you want to start a company in is very helpful in getting experience, getting to know people, and being better able to build a team for a venture. Therefore, even initial stage of pioneering, we rarely met with difficulties. Being well on our way, we successfully developed many original projects based on the engine of cocos2d-x, including peripheral tools like map editor and sprite editor and image encryption and script editor etc. Furthermore, with

the rapidly developed technology, I also led and hosted the development by using Unity 3D engine which designed many popular mobile games. Though sometimes there might be unknown algorithm, they never stopped me too long, as an experienced game programmer.

From a secular perspective, I am now successful in my career. Yet, we all know that supply of provisions and clothing is only one aspect of life; man's demand on life is many-sided. Higher the civilization, higher is man's psychological aspiration. Though I feel no difference in dealing with practical game programming from those with high education, a degree complying with my capability is still my knot. Now that, my company is operating efficiently thus I am able to put myself out of years' striving and earn a higher Degree in Computer Science. After careful comparison, I determine to implement my master study in the US first on account of its leading role in the field of computer science around the world. Moreover, professors in American universities would often introduce front-edge computer applications into class or lead students to devote into practical projects. This way of consolidating basic theories is extremely attractive to me. Otherwise, in the process of programming, I have acquired some knowledge of artificial intelligence through working on collision detection, routing algorithm, fuzzy logic and neural networks, which inspired my strong curiosity to the field of artificial intelligence and algorithm. Thus, besides improving my mathematical knowledge into a perfect level by Matlab, I also plan to succeed at artificial intelligence both in algorithm and theories

when I study with your renowned professors and talent students. With front-edge knowledge and technology gained from you, my career goal of becoming a legend game programmer will get closer to me.