

Education:

Ming Chuan University (Taiwan, China) 09/2015 ~ Present
School of Communication
Major: Department of Journalism
GPA: 82.2/100

Game Design Experiences:

- Netease Minecraft x “Bilibili TV Academy” (Team Deathmatch Game) Gameplay Developer & Planner
09/2019~10/2019
- Netease Minecraft x Guangzhou Fire Station (Propagandizing Fire-Fighting Knowledge) Gameplay Developer & Planner
06/2019~07/2019
- Netease Minecraft x "BuildTopia" (Real-Time Creative Shooting Game) Gameplay Developer & Planner
04/2019~05/2019
- Netease Minecraft x "Baodi" (Animated Children-Playing Team Racing Game) Gameplay Developer & Planner
03/2019~04/2019
- Netease Minecraft x "Talking Tom Cat" (Map Adventure Game) Gameplay Developer & Planner
01/2019~02/2019
- Netease Minecraft "The Lost Era" Original Content Gameplay Developer & Planner 07/2018~Present
Contains the first large-scale ancient biome components
Rate: 4.6/5.0 | 448,000+ Downloads

Internship Experiences:

Fujian Xiamen Taihai Magazine New Media Editor & Reporter 07/2019 ~ 09/2019

Extracurricular Activities:

- Netease Minecraft Developer Conference Speaker & Invited Guest 11/09/2019
- 2019 Microsoft Minecraft MINECON China Developer Video Shooting Invited Guest 31/07/2019
- Netease Minecraft Minehero Studio Main Developer 03/2018 ~ Present
Technical Environment: Json Addon, ModSDK, Minecraft Studio
- Digital Media Center, Ming Chuan University, Taipei Campus Group Leader 09/2018 ~ 06/2019
Created three MG animated videos via simple geometric figures and effects
Technical Environment: After Effect, Motion Graphic
- The Sound of Jinming Radio Station Setup, Ming Chuan University, Kinmen Campus CMS+Frontend 09/2016 ~ 12/2016
Developed the open radio website to achieve online broadcasting and twittering based on ASP. NET CORE, JavaScript, JQuery, Bootstrap and IceCast exploration
Technical Environment: C#, Html, JavaScript, jQuery, Bootstrap, Git

Programming Skills:

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|--------------|--------------|
| Python | After Effect |
| InDesign | Html5 |
| PureCss/Less | |