

JOHN ZHANG

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Personal Profile

Software engineer in a startup company now, mainly responsible for the development of AR applications for mobile devices, as well as spatial positioning, image processing, and streaming technologies. Willing to contact new things, strong self-learning ability.

Education

Industrial Engineering and Engineering Management Master

2017 – 2019 | National Tsing Hua University

Game Competition – Finalist
From IP To IPO program (FITI) – Finalists

Industrial Engineering and Engineering Management Bachelor

2012 – 2016 | National Tsing Hua University

Skills

Programming

- C language (C, C++, C#)
- Python

Backend

- Flask, FastAPI
- MySQL, MongoDB

Development tool

- Unity
- Unreal
- Git
- Android Studio
- Docker

Experence

Software Eng

Nov 2019 – Present | ADAT

- Smart inspection system
- Flat Object Navigation System
- HoloLens input(eye track, hand track, voice)
- High-fidelity synthetic image generator
- DevOps unity project template
- Integrate third-party sound arrays
- Video call real-time masking system
- 2D image positioning development
- unit test with Unity
- Import git flow

Intern

Jul 2017–Sep 2017 | Butybox

- Commercial films production
- Integrate logistics and information flow
- Product cost assessment

Jul 2015–Sep 2015 | LiteOn

- Production line optimization
- Develop UI of test program, optimization process

Side Project

Sep 2017 – Present | Cameo、GellyBomb

- VR Bird Interactive Game
- VR Interactive animated film
- ACM CHI Virtual Conference

PORTFOLIO

JOB PROJECT

Smart inspection system

- Technology : Unity, TCP/IP, WebRTC(Janus), RESTful API, eye track
- Responsible for the project :
 - HoloLens AR positioning, coordinate transform
 - Image transmission, receiving response, command
 - Image compression optimization
 - Camera focal length operation to quickly provide clear images
 - Streaming video

Flat Object Navigation System

- Technology : Unity, TCP/IP, Vuforia
- Responsible for the project :
 - Locate the device pose through the AI and gyroscope
 - Display AR path

Droplet Threat Detection Module App

- Technology : Unity, Android, Android Archive, GPS
- Responsible for the project :
 - Display the historical location of droplet threats
 - Export aar from Android to communicate with Unity

Video call real-time masking system

- Technology : Unity, Unity Shader, WebRTC, WebSocket, FastAPI
- Responsible for the project :
 - Project management, organization engineer development
 - Build system architecture
 - Streaming video
 - Removal background processing
 - Connect with front-end editing platform and database

2D image positioning development

- Technology : Unity, Python, OpenCV, WebRTC, WebSocket, FastAPI, Docker
- Responsible for the project :
 - Project management, organization engineer development
 - Technical research to establish system architecture
 - Streaming video
 - Image processing

PORTFOLIO

SIDE PROJECT

Adventure of The Bear

- Description : Third-person RPG with puzzle elements
- Technology : Unity, particle system, animation, shader
- Responsible for the project :
 - Post-processing
 - VFX
 - Character animation



VR Bird Interactive Game

- Description : Take the simulator to simulate birds flying in the Phoenix Valley
- Technology : Unity, object pool, unit test, LOD
- Responsible for the project :
 - flight out-of-bounds handling
 - Investigate and organize technical documents



VR Interactive animated film

- Description : Start the story through interactive objects and present it in VR
- Technology : Unity, HDRP, shader graph, particle system, animation
- Responsible for the project :
 - VFX and trigger
 - Simulated Weather System



ACM CHI Virtual Conference

- Description : Monopoly
- Technology : Unity, particle system, animation
- Responsible for the project :
 - Design game mechanics
 - Cutscenes
 - Implement

