

# Yuting Han

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## EDUCATION

### TECHNICAL UNIVERSITY OF DENMARK

Human-Centered AI (Computer Games Track)

Copenhagen, Denmark

2021.09 – 2024.01

### ENGINEERING UNIVERSITY OF HARBIN

Software Engineering

Harbin, China

2016.09 – 2020.09

### GAME PROJECT <https://yutinghan.itch.io>

#### DENMARK NATIONAL ACADEMY OF DIGITAL INTERACTIVE ENTERTAINMENT Copenhagen

“The Old Ones” [Released], Game Programmer in a Group of Four

2022.08 – 2022.12

- Implemented procedural animation for quadruped minions
- Designed and integrated enemy AI and Navigation system
- Collaborated with the development team to implement a modular combat system, providing users with greater flexibility and diversity in gameplay options

“Giants’ Rest”, Game Programmer in a Group of Four

2022.08 – 2022.10

- Implemented procedural terrain generation using the Marching Cubes algorithm
- Implemented run-time terrain editing feature for in-game use
- Developed customised editor tools for level designers

### [SPECIAL COURSE] GRAPHICS LAB OF DTU

Copenhagen

Game Programmer & Level Designer

2022.03 – 2022.05

Utilized advanced computer graphics techniques including procedural synthesis, sampling, and noise, as well as physics-based materials to develop immersive Unity Scenes. Leveraged expertise in computer graphics algorithms to create maze generation algorithms and implemented visually-engaging effects to enhance user experience and immersion.

## WORK EXPERIENCE

### DENMARK NATIONAL ACADEMY OF DIGITAL INTERACTIVE ENTERTAINMENT Copenhagen

Game programmer Intern

2022.08 – 2022.12

Collaborated with a diverse team of 18 professionals to implement versatile AI and gameplay mechanics in games. During this program, I developed two mini-games and helped release a full game titled "The Old Ones", showcasing my creativity and strong problem-solving skills. Working closely with my team, I ensured that the game was polished, bug-free, and optimized for a great player experience.

### COMPUTING LAB OF HEU

Harbin, China

Mobile App Developer & UX Designer

2020.01 – 2020.06

Designed and built a school management application using VUE and a RESTful API. This solution provided an efficient and user-friendly platform for students to access notifications and manage daily tasks.

## VOLUNTEERING EXPERIENCE

### CPH:DOX FESTIVAL

Copenhagen

Virtual Reality Experience Host Volunteer at Art Hub

2022.03 – 2023.03

Assisted with the tech setup and experience guidance for virtual reality projects during the exhibition; Provided visitors with a seamless and engaging virtual reality experience and troubleshooting technical issues as needed.

## SKILLS

- Skilled in implementing gameplay mechanics, game AI, procedural content generation (PCG), realistic physics simulations, and intuitive user interfaces (UI) to deliver high-quality gaming experiences.
- Proficient in Python (4 years), C# (3 years), and C++ (2 years), with experience in developing various software applications, including games and mobile apps.
- Experienced with Git, Visual Studio, Unity, Figma, and Anaconda, leveraging these tools to optimise development processes and collaborate effectively in team environments.
- Expertise in computer graphics and computer vision, with a strong understanding of their principles and applications.
- Well-versed in Agile methodology and Test Automation, enabling efficient project management and timely delivery of high-quality software solutions.