

Yuting Han

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EDUCATION

TECHNICAL UNIVERSITY OF DENMARK

Human-Centered AI (Computer Game Track)

Copenhagen, Denmark

2021.09 – 2024.01

ENGINEERING UNIVERSITY OF HARBIN

Software Engineering (GPA: 9%)

Harbin, China

2016.09 – 2020.09

GAME PROJECTS <https://yutinghan.itch.io>

DENMARK NATIONAL ACADEMY OF DIGITAL INTERACTIVE ENTERTAINMENT Copenhagen

“The Old Ones” [Released], **Game Programmer**

2022.08 – 2022.12

- Design locomotion and Implement procedural animation for minions
- Implement minion AI and navigation path
- Code several combat effects into modular ability system
- Collision detection in the environment

“Giants’ Rest”, **Game Programmer**

2022.08 – 2022.10

- Procedural generated terrain with Marching Cubes
- Implement run-time terraforming feature and terrain reload function
- Build terrain editor tool for level design purpose

GRAPHICS LAB OF DTU

Copenhagen

“LOTR Inspired Dungeon Maze”, **Game Programmer and Level Designer**

2022.03 – 2022.05

- Maze game level generation with Depth First Search algorithm
- Procedural terrain generation with Perlin Noise
- Random objects spawn with Poisson Disc Sampling
- Setup audio events and simple VFX

SKILLS & INTERESTS

Game Programming: 3D & 2D Physics, Procedural Content Generation, AI, Event, Animator, Editor Tool

Languages: C# (2 years), C++ (1 year), Java (3 years), Python (3 years), Vue.js (1 year)

Development Tools: Unity, Visual Studio, Git, Plastic SCM, Blender

Teamwork: Experience working on an indie studio-like team of 18 with CG artists, director, audio designers at National Film School of Denmark. Collaborate with with technical and non-technical colleagues and release a game from 0 to 1.

Other: Experience in Computer Graphics and Deep Learning; Experience in Data Analysis and UX Design

Interests: Reading, Comedy, Tactic game, Puzzle game, Photography, Painting, Hiking

WORK EXPERIENCE

WALNUT CODING

Wuhan, China

Programming Teacher

2020.12 – 2021.08

Teach children Scratch and Python through interactive gaming programs on online teaching platforms and communicate study progress with parents.