Sil Jiahe Tian

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EDUCATION

University of Southern California   **Aug. 2017 - May 2019**

· **M.S.** in Computer Science (Game Development)   **GPA**: 4.0/4.0

· **Core Courses**: 3D Graphics, Game Engine, Game Prototyping, Algorithms

Shanghai Jiao Tong University   **Sept. 2013 - June 2017**

· **B.S.** in Software Engineering   **Rank**: 3/98   **GPA**: 3.8/4.0 (89/100)

· **Core Courses**: Linear Algebra, Data Structure, Operating System, Computer Vision

WORK EXPERIENCE

X.D. Network Inc., Heng Sao Qian Jun - Unity Game Developer   **July 2016 - June 2017**

2D strategy mobile game, Unity

· Established client MVC framework for 6 modules, scripted interactive UI widgets and events over 20+ scenes, managed transition for character animations, and applied shader mask on figure images.

· Applied run-time bugfix plugins and coded game logic with Lua scripts.

· Collaborated and communicated with 30+ professional producer, designers, artists and other engineers.

PROJECTS

OrthoIso - Lead Designer, Gameplay Engineer   **Jan. 2018 - Present**

Platform Puzzle based on Optical Illusion, Unity

· Originated optical illusion ideas and core mechanics, designed major levels and summarized principles.

· Programmed gameplay for map projection, player control and interactions for 10+ mechanics.

Catastropieces - Gameplay Engineer   **Sept. 2017 - May 2018**

3D Rube Goldenberg Machine Puzzle Game, Unity

· Systematized pickup and placement mechanics, improved collision and physics for various unique objects.

· Highlighted 3D object with outlines and masks using silhouette shader and render layers.

Soul Summoner - Lead Engineer   **Mar. 2016 - June 2016**

3D Wuxia ARPG, Unity

· Implemented A* path search algorithm and Finite State Machine for enemy AI behavior.

· Scripted player battle controls, animated 10+ enemy models and sketched 5 labyrinth maps.

Chem It - Gameplay Engineer   **Mar. 2016 - June 2016**

Chemistry Game using Hand Gesture, Unity, Leap Motion

· Formulated chemical reaction rules in database and used database access to support real-time detection.

· Simulated appearances and reaction phenomenons for liquid, solid and gas objects in glass containers.

TECHNICAL SKILLS

Languages	C/C++, C#, Java, Lua, Python, Lisp, MATLAB, HTML, PHP, MySQL, Bash
Tools	Unity3D, Visual Studio, Git, Perforce, SVN, Photoshop, Maya, OpenCV, Qt

INTERESTS

ARPG, AR, MMO, Open World, Puzzle, TCG, Visual Novel