

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:** Game Engine, 3D Graphics, Game Prototyping, Algorithms

Shanghai Jiao Tong University

Sept. 2013 - June 2017

- **B.S.** in Software Engineering **Rank:** 3/98 **GPA:** 3.8/4.0
- **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, C#, Lua

- Established client MVC framework for 6 modules, connected interactive UI widgets and events over 20+ scenes, blended sprite animation states, and applied shader mask on figure images.
- Scripted gameplay mechanics in Lua and supported run-time bugfix plugins.
- Collaborated and communicated with 30+ professional producer, designers, artists and other engineers.

PROJECTS

Ortholso - Lead Designer, Gameplay Engineer

Jan. 2018 - Present

Platform Puzzle Game based on Optical Illusion, Unity, C#

- Originated 10+ core mechanics related to optical illusion, designed and prototyped playable demos.
- Implemented map projection, player control and major mechanics, managed input, events and configs.

Catastropieces - Gameplay Engineer

Sept. 2017 - May 2018

3D Rube Goldenberg Machine Puzzle Game, Unity, C#

- Systematized pickup and placement mechanics, improved collision and physics for 100+ objects.
- Highlighted 3D object with outlines and masks using silhouette shader and render layers.

Prime Engine Game - Generalist Engineer

Sept. 2017 - May 2018

FPS using Customized Game Engine, C++

- Calculated transformation matrix for AABB collisions and 3D sound, write shaders for particles and UI.
- Imported animations with Python and Lua scripts from Maya, synced player state through TCP & UDP.

Chem It - Gameplay Engineer

Mar. 2016 - June 2016

Chemistry Game based on Hand Gesture, Unity, C#, Leap Motion

- Recognized hand gestures with motion sensor and mapped them to chemical equipment controls.
- Simulated appearances and reaction phenomena for 10+ kinds of substances in glass containers.

TECHNICAL SKILLS

Languages C/C++, C#, Java, Lua, Python, Lisp, Bash

Tools Unity3D, Visual Studio, Git, Perforce, SVN, OpenGL, OpenCV, Qt, Photoshop, Maya

INTERESTS

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