

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
- **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, 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

Ortholso - Lead Designer, Gameplay Engineer

Jan. 2018 - Present

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

- 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, C#

- Systematized pickup and placement mechanics, improved collision and physics for various 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, C#

- Generated NavMesh from terrain, implemented A* algorithm, and built FSM for enemy AIs.
- Scripted player battle controls, animated 10+ enemy models and sketched 5 labyrinth maps.

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 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, OpenGL, OpenCV, Qt, Photoshop, Maya

INTERESTS

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