

ZHANG, TIANYI

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ACADEMIC EXPERIENCE

East China University of Science and Technology

B.Eng. in *Computer Science* *Sep. 2012 - Jun. 2016*

East China University of Science and Technology

B.Arts. in *Art Design* *Jan. 2013 - Jun. 2016*

Guildhall at Southern Methodist University

Master's in *Interactive Technology* *Aug. 2017 - May. 2019*

SKILL SET

- C++
- Java
- C#
- Javascript
- Visual Studio
- Render Doc
- Pix
- Unreal 4
- Unity

PROJECT EXPERIENCE

TEAM Teddy's Fluffy Adventure

General Programmer

- Account for the game design and be consulted for the art assets.
- High-level system structure and core game mechanics.

TEAM Interstellar Racing League

Graphic/Performance Programmer

- Implement split-screen multiplayer with post-processing enabled in Unreal 4.
- Profile the build and provide performance advice to other team members.
- Deliver a document, *Unreal 4 Performance Guide*.

SOLO Morph Engine

- Build from scratch 3D Game engine to learn different aspects of a game engine.
- 200,000 lines of code edition in a one year.

SOLO DirectX 12 Integration in Morph Engine

- A simple rendering hardware interface layer inspired by NVIDIA's Falcor Engine.
- DirectX 12 was integrated into my personal Engine

WORK EXPERIENCE

Alibaba Group

Software Engineer Intern, Dept. of Security/ Dept. of Information Platform

Hangzhou, China

Jun.2015 – Sep.2015

- J2EE backend development of the operating system, Ali Cloud Shield.
- Mainly responsible for several feature sets, and a tool to customize the packaging process for deployment.
- React frontend development of the inner recruitment system.

DaoCloud.io

Full Stack Engineer, Dept. of Development

Shanghai, China

Dec.2015 – Dec.2016

- Full stack development including AngularJS frontend and Flask(Python) backend.
- Mainly responsible for the development and maintenance of the DaoStyle component library. Besides, implementing a new feature of those two products. Report issue and contribute code to some open source project like ui-router, angular-ui-bootstrap