

# Gong ZhenShao

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## Profile

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## Introduce

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I graduated from the Department of Industrial Design, HuaZhong University of Science & Technology. After graduation, i studied programming independently and worked 7 years as a game developer. I can program with multiple language such as Python, Java, AS3 and so on. Beyond that, I can operate Linux, MySQL expertly.

About half a year ago I resigned and prepared to change my career. I studied theoretical knowledge of linear algebra, statistics and probability, mastered algorithms such as KNN, Naive Bayes, decision tree classification, hierarchical clustering, k-means, and also mastered many tools like numpy, pandas. I'm strongly interested in Machine Learning, now I'm looking for a data mining job.

## Work Experience

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- [ShenZhen 7th Road](#) | Flash Programmer & Chief Programmer | 2009/06 —2012/05

Develop flash game client for Gunny project.

[Gunny](#) is a casual war web game. It was published in Mid-2009, today it still gains over 100 million monthly.

I developed some modules for Gunny in early days, and worded as a chief programmer late, was charging of manage, recruitment, optimizing code efficiency.

- **ShenZhen XingTian Technology** | Technology Partner | 2012/09 —2016/03

- [Dragon Battle](#)

Developed our first battle web game --[Dragon Battle](#).

Dragon Battle's client was developed with ActionScript 3.0, server was developed with Java+jsp+MySQL, it run on a CentOS server. I was in charge of client's and server's framework, after the game was published, I made a workflow for maintenance of the game. I also was responsible for solve the difficult problem in the development of the game such as AI, Pathfinding algorithm, cross server battle.

We developed a UI Frame called [Coffe UI](#) for our game, it worked with Adobe Flash CS seamlessly, provided a rapid development for our Flash Programmer.

On the other hand, I developed a flash 3d engine--[Turkey](#). I used Turkey in Dragon Battle's alpha version. It's so compatible with AS3's API, so you can change your 2d game to Turkey easily. After market survey, we found that not enough people installed Flash 3D version, so we only spent an afternoon to change our game from 3d rendering to 2d rendering.

Since our game published, it had run on hundreds of servers. We needed to serve for dozens of agents included Tencent Game. So I was charged with the maintenance of the game, like setting up game server, managing sql server, monitoring server status. After these experience, I improved my knowledge of Linux, MySQL, Python greatly.

- [JuShiJingLing](#)

When I was maintaining Dragon Battle, I developed a mobile game named JuShiJingLing in 2 months. It was developed with Quick Lua framework. You can download it from iOS app store.

## Amateur Project

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- [Yammy](#)—A LBS ordering system | 2012/06

I made this web site when I was studying Python and webpy. It was developed with Python + webpy + jinja2 + MySQL, it's UI was base on Bootstrap 2.0.

- [The official web site of ShenZhen Bsamc.](#) | 2012/11

When I worked in ShenZhen Xingtian as technology partner, I had an economic constraint, so I helped my friend to make a official site to earn some additional income.

It developed with Python + webpy + jinja2 + MySQL and deployed on an AliYun CES. Today I'm still responsible for maintaining the site.

In addition, I have developed XingTian's official site, a ordering system for our teammates to order lunch, a translate system for Dragon Battle's localization, [an Evaluation System](#), chrome plugin for my girl friend to manage TaoBao's orders, and a [warehouse manage system](#) for TaoBao seller.

## Skills

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- Theories:

Have a good logical thinking, learning ability. Good at mathematics.

- Client Skills:

Proficient in Flash. Familiar with HTML, CSS, JavaScript, Bootstrap.

- Server Skills:

Familiar with Python, Java. Understand C#.

- Data Mining:

Master a variety of statistics and probability theory, familiar with computing Manhattan, Euclidean, Minkowski, Cosine Distance. Familiar with Decision Tree, KNN, naive Bayes classification algorithm, etc. as well as hierarchical clustering, k-means clustering, etc. algorithm.

Skilled use numpy, pandas and other data analysis tools.

- Other:

Familiar with Linux, MySQL etc.