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EDUCATION	**Rochester Institute of Technology(RIT)** Rochester, NY, US **Anticipated Graduation Jun.2020**

EDUCATION

Rochester Institute of Technology(RIT) Rochester, NY, US — **Anticipated Graduation Jun.2020**
Graduate student of Game Design & Development

TIANJIN UNIVERSITY (TJU) Tianjin, China — **Sep.2014 - Jun.2018**
Bachelor of Science in Software Engineering

SKILLS

Programming Languages: C/C++, C#
Application Software: Unity3d, Source Engine, Game Maker Studio, Visual Studio, Github

INTERNSHIP

Tellyes Scientific Technology Co., Ltd Tianjin, China — **May-Jul.2017**
Technology Developer
Baicao(herb) Garden
- Created -game scenarios and character models independently;
- Designed and implemented a game demo in game engine Unity3d with C# language;
- Created plant models with 3DMax, calibrated certain commands for them in the engine Unity3d;
- Maintained the realization of plant models in virtual reality.

Promotion to the Baicao Garden
- Conduct online promotion for herbs by creating VR interactions in major social platforms;
- Built and maintain a server that automatically sends appropriate responses for our WeChat official account based on Linux;
- Import herb models to certain webpages through A frame and enable models with WebVR interactions.

PROJECTS

Portfolio: https://portfolium.com/WeihaoYan

Space Blitz(Space Racing Game) — **Oct-Nov.2018**
- Implemented the space vehicle movement independently with velocity and interpolation in Unity3d;
- Created the camera follow function with movement and rotation(Slerp) in Unity3d;
- Designed the space level with Unity3d Assets;
- Finished a rank board to show the player's score and rank with Json.

A Game Engine for driving simulator — **Feb--Now.2019**
- Designed the specific game genre for the game engine;
- Choose the Unity3d-Engine-like architecture with teammates
- Implemented the physic system including rigid body, collision detection and etc.
- Integrated the physic system into the engine and made it work well with other system.

LEADERSHIP

President, **TJU Peiyang Symphony Orchestra** — **2014.9-2018.6**
- Manage daily operations of the troupe and coordinate overall working schedules for all sectors;
- Arrange with partners and sponsors the locations and rehearsals of performances;
- Hold four public performances in and out of school with an average audience number of 300.

HONORS

30% scholarship in Rochester Institute of Technology — **Sep.2018**
1st prize(top 3%), **Fourth Art Performance Competition of National College Students** — **Feb.2015**
1st prize (top 5%), **Regional Artisanal Talents Competition** — **Mar.2013**