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**WEIHAO YAN** weihaoyan96@outlook.com

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| **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**