

Guanghui Qu

GAME DEVELOPER · COCOS CREATOR EXPERT

Shenzhen, China

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“Stay hungry. Stay foolish.”

Summary

Current Unity Game Developer at Tencent, previous Cocos2d-x engine developer at a startup Chukong Technology. 9+ years experience specializing in the game development, engine development, and tooling development. Super nerd who loves Emacs and OS X and enjoys to customize all of the development environment. Interested in devising a better problem-solving method for challenging tasks, and learning new technologies and tools if the need arises.

Work Experience

Tencent

Shenzhen, China

GAME PLAY DEVELOPER

July. 2017 - Present

- Built a tool for converting Unity 3D game to Wechat mini-game platform.
- Built the DLC update system, design and build a hotload system for delivering daily operation activities.
- Refactoring the legacy code base with modern C# best practice.
- Optimize the game performance of many aspects, including avatar, 3D scene, UI etc.
- Optimize the artist workflow and help the whole team migrate from SVN to Git.

Chukong Technologies

Shenzhen, China

GAME ENGINE DEVELOPER

June. 2013 - July. 2017

- Design and maintain Cocos Creator GUI module and the editor part. The editor is built on Electron and the engine include a native C++ core and a Javascript bindings layer.
- Maintain Cocos2d-x C++ UI framework.
- Maintain Cocos CI system and 3rd party library cross-compile toolchain.

Education

Central South University

Changsha, China

MASTER DEGREE IN COMPUTER SCIENCE AND ENGINEERING

Sep. 2010 - June. 2013

- Full Scholarship

Central South University

Changsha, China

B.S. IN SOFTWARE ENGINEERING

Sep. 2006 - June. 2010

- GPA rank top 5%