**Yao Shen**

Graphics / Gameplay Programmer

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**WORK EXPERIENCE**

**NetEase – Untitled Project Hangzhou, China**

*Client Programmer (Intern) | Unity 5* February 2019 – July 2019

* Implement a **Gacha System** in the project
* Improved the existing **Dialogue System** in the project
* Converted the whole project from C# code base to Lua code base along with other programmers

**GAME PROJECTS – TEAM PROJECTS**

**HaberDashers Plano, Texas**

*UI Programmer | Team of 56 (17 programmers) | Unreal 4* February 2020 – May 2020

* Developed a general framework for the whole **UI System**
* Developed a data-oriented **UI Animation System**
* Implemented all UI widgets and make sure they function well with the game

**Trials of the Archmage** **Plano, Texas**

*Programmer | Team of 4 (Only programmer) | Unity 5* October 2019 – December 2019

* Implemented a **Gesture-Based** Skill System
* Implemented a general **Scene Management System** and support loading scenes asynchronously
* Implemented a set of design tools for Level Designers to create puzzles

**Cheese Trap** **Beijing, China**

*Programmer | Team of 7 | Unity 5* January 2019 – February 2019

* Developed the pipeline for creating map textures and hole textures
* Implemented several shaders for creating the hole digging effect on the original map
* Implemented several UI animations for the UI system

**GAME PROJECTS – PERSONAL PROJECTS**

**Houseki Engine C++ | DirectX 11**

* Implemented a framework for creating Visual Novel games
* Data-oriented design for creating games, all games are generated from data
* Implemented a Unity-like UI System for management and rendering

**Personal Game Engine C++ | OpenGL 3 | DirectX 11**

* Render: Basic 2D and 3D math and rendering, texture pooling, material pooling
* Physics: Disc vs. Disc/Polygon, and Polygon vs. Polygon physics
* Debug: Dev Console System and Debug Render System
* Gameplay: Event System, Input System, File System and Audio System

**EDUCATION**

**Southern Methodist University – Guildhall Plano, Texas**

*Master of Interactive Technology – Software Development* August 2019 – Present

**Nanjing University Nanjing, China**

*Coursework towards Ph.D. in Computer Science* September 2017 – June 2019

**Nanjing University Nanjing, China**

*Bachelor of Science in Computer Science* September 2013 – June 2017

**SKILL SET & HOBBIES**

**Languages:** Fluent in Chinese and English; Conversational Proficiency in Japanese

**Programming Languages:** Proficient in C, C++, C#, Python; Understand Java, Javascript, Go, Html5, Lua

**Rendering APIs**: OpenGL 3, DirectX 11

**Technical Skills**: 3D Mathematics, 3D Graphics, Gameplay Programming, AI Programming, Object Oriented Design, System Architecture, Render Optimization/Profiling, Agile Development / Scrum, Technical Writing

**Software: Unity**, **Unreal**, Photoshop, Audition, Premiere, After Effects, Visual Studio, Visual Studio Code, Git, Perforce, SVN, RenderDoc, JIRA

**Hobbies:** Travel, Research Japanese/Chinese Traditional Culture