

Yao Shen

Graphics / Gameplay Programmer

Tel: (214)-727-8029 | Mail: frankhjwx@gmail.com | Homepage: himiko.moe

WORK EXPERIENCE

NetEase – Untitled Project

Client Programmer (Intern) | Unity 5

Hangzhou, China

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

UI Programmer | Team of 56 (17 programmers) | Unreal 4

Plano, Texas

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

Programmer | Team of 4 (Only programmer) | Unity 5

Plano, Texas

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

Programmer | Team of 7 | Unity 5

Beijing, China

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

Master of Interactive Technology – Software Development

Plano, Texas

August 2019 – Present

Nanjing University

Coursework towards Ph.D. in Computer Science

Nanjing, China

September 2017 – June 2019

Nanjing University

Bachelor of Science in Computer Science

Nanjing, China

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