



TIANYI ZHAO

Programmer

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Language

C/C++
Java
XML
Python
Java Script

Software

Visual Studio
Perforce
Unity 5
Unreal Engine 4
Photoshop
Office Suite

Skills

Software Engineering
Data Structure
Distributed System
Machine Learning
Neural Networking
Networking
Database Design
Shader
Unreal Blueprint
Linear Algebra
Rigid Bodies

Education

SMU Guildhall May 2017
Master of Interactive Technology, Specialization in Software Development
University of Southern California May 2014
Master of Science, Civil Engineering
Beihang University May 2011
Bachelor of Science, Civil Engineering

Team Projects

Re:Bound (Third Person Adventure, PS4) 6 Months, 2017
Programmer-17 Developers (1 of 4 programmers)
• Developed 3 different enemy characters
• Implemented several level interactable items
• Designed patrol system for character AI.
• Architected basic weapon and player character.
• Implemented saving system
Auxilium (First Person Shooter, PC) 4 Months, 2017
Programmer-50 Developers (1 of 13 programmers)
• Designed weapon and ability
• Developed HUD/UI system.
• Created killfeed broadcast system through network.
Escape Velocity (Scrolling, Android) 2 Months, 2016
Programmer-5 Developers (only programmer)
• Designed character movement and ability
• Developed HUD/UI/Menu system.

Individual Work

Machine Learning Thesis 8 Months, 2017
• Created machine learning AI for StarCraft II combat
• Implemented distributed system to train the AI agent
Online Asteroid 4 Months, 2017
• Built a server to host a classic Asteroid game through Internet
• Implemented the database and website
Hand Written Sudoku Solver 2 Months, 2017
• Created neural network to recognize hand writing sudoku
• Implement the solver algorithm