Luyao Tian

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Engineering Skills

- *Programming Language*: C++, C#, C, Java, Python, Lua
- *Game Engine and Framework*: Unity, Unreal, MonoGame (XNA), Lumberyard, Phaser, Qt, Direct3D, OpenGL
- *Version Control*: Git, Subversion, Perforce

Work Experience

Wahoo Studios   *Feb 2017 – Present*
  QA Tester   Salt Lake City, UT
  - Discover and report bugs for different projects
  - Work directly with development team to better address and fix issues for different projects

Something Dark Studios   *Feb 2017 – Present*
  - **A Walk in the Woods**   Salt Lake City, UT
    Gameplay & UI Engineer
    - Implemented character movement system
    - Implemented animation sequences for main characters
    - Implemented Day Night Cycle system with conditional check for Win/Lose state
    - Implemented functionalities for UI elements
    - Implemented bugfixes for various aspects

EAE Master Game Studio   *Aug 2016 – May 2018*
  - **Memory Management System** (Part of a **basic game engine**)   Salt Lake City, UT
    - Custom Block Allocator with 4 Byte Alignment, Guard Band, Fixed Sized Allocator and Bit Array written in C++
  - **Simple Graphics Assets Pipeline** (based on template given by **John-Paul Ownby**)
    - Simple Graphics Assets Pipeline that contains Asset Build Pipeline utilizing Lua and assets management including shaders, effects, sprites and textures written in C++
  - **Outlaw Revolver: Gunfight Reloaded**
    AI & Gameplay Programmer
    - An iteration of arcade Gun Fight made with a team of 6. Made in Phaser 2.5.0 with JavaScript and HTML5
    - Implemented AI system for responsive actions and character movement system

Individual and Team Projects

XenoBand (Source Code: **GitHub**)   *Production Cycle: 4 months*
  - A music processing & production software made with a team of 4. Made in Qt Creator 4.2.1 with C++
  - Role: MIDI Editor and UI Programmer
  - Work: Implemented MIDI displaying and editing system. Implemented UI functionalities

Reversilation   *Individual, Production Cycle: 2 weeks*
  - A classic Reversi (Othello) game made in Unity 5.3.4 Personal Edition with C#
  - Role: Designer, Gameplay and AI Programmer
  - *Game Code*: Implemented Minimax algorithm (both with and without Alpha-Beta Pruning), game rules for Reversi, UI functionalities and background music

Programming Education

The University of Utah | Salt Lake City, UT   *Aug 2016 – May 2018*
Master of Engineering   GPA: 3.77
  - Entertainment Arts & Engineering

Iowa State University | Ames, IA   *Aug 2012 – May 2016*
Bachelor of Science   GPA: 3.32
  - Computer Science and Mathematics