

Luyao Tian

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Engineering Skill

- *Programming Language:* C++, C#, C, Java, Python, Lua
- *Game Engine and Framework:* Unity, Unreal, MonoGame (XNA), Lumberyard, Phaser, Qt, OpenGL
- *Version Control:* Git, Subversion, Perforce
- *Development & Tracking Environment:* Visual Studio, Eclipse, Trello, Mantis, Jira
- *Operating System:* Windows, Linux, macOS

Work Experience

Wahoo Studios

Jan 2019 – Apr 2019

- [One Leaves](#) (Xbox One & PC - Microsoft Store), MixGuess (Web, Xbox One & Mobile - Mixer.com)
QA Tester Salt Lake City, UT
 - Discover and report bugs using Trello and Mantis
 - Work directly with development team to better address and fix issues
 - Participate in code reviews for bugfixes and new feature implementations

Something Dark Studios

Feb 2017 – Present

- [A Walk in the Woods](#) (PC - Steam)
Gameplay & UI Engineer Salt Lake City, UT
 - 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

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 & Team Project

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

Education

The University of Utah | Salt Lake City, UT

Aug 2016 – May 2018

Master of Engineering

GPA: 3.77

- Entertainment Arts & Engineering (Engineering Track)

Iowa State University | Ames, IA

Aug 2012 – May 2016

Bachelor of Science

GPA: 3.32

- Computer Science and Mathematics