JIADI DENG

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PROJECTS

Jan 2016 – May 2016

Dandelion – Zen Mobile Puzzle Game
Lead Developer

- 'Best Student Game' of IndiePlay China 2016.
- 18k downloads in a week (peak)
- Developing a special painting style shader, which realizes the 2D ink diffusion effect

Sep 2015 – Nov 2015

The Meadow – VR Game
Engineer

- Official Nominee of IndieCade 2015
- Solving the camera rendering conflict in VR mode
- Refactoring the code with event system and cutting down the code length by 50%

May 2016 – Sep 2016

UeyeVR – Mobile VR App
UI Engineer

- Designing the VR-oriented UI framework
- Optimizing the UI system, reducing the number of batches by 50%
- Applying a fish eye mapping algorithm to the product

Jan 2014 – Jun 2014

Shadow Sword – Mobile Game
Internship as programmer

- Developing the chart system including the UI design and the front-end logic programming
- Doubling the working efficiency of constructing the framework of the chart system by using design pattern, including adaptor and decorator

SKILLS

EXPERT C#, HLSL, Unity3d(mobile/VR), Photoshop
PROFICIENT C/C++, Python, JavaScript, Java, Maya

EDUCATION

2015 – 2018

University of Southern California
Interactive Media & Game Division (MFA)

2011 – 2015

Tsinghua University
Computer Science & Technology (BE, GPA Top 10%)