

# Chi Shen

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**EDUCATION:** **Rochester Institute of Technology** Rochester, NY  
Master of Science in Game Design and Development Aug 2016 – Aug 2018  
**Beihang University** Beijing, China  
Bachelor of Eng. in Computer Science & Engineering Sep 2008 - Jul 2012

**SKILLS:** **Languages & APIs:** C (6 years), C++ (4 years), C# (4 years), Python (1- year), x86 assembly (1- year), OpenGL4 (2 years), Direct3D11 (1 year), Gnm (1- year);  
**Tools:** Unity3D, Visual Studio, Git, Bash, Maya, Blender

**EXPERIENCE:** **Kabam Inc., Beijing Studio** Beijing, China  
Software Engineer Mar 2014 - Mar 2016  
Mobile game, *Kingdom of Camelot: Battle for the North* (Unity/C#)  
▪ Gameplay programming for features of new versions.  
▪ Wrote and tweaked shaders to help artists creating visual effects.  
▪ Optimized performance of existing code base.  
**Happy Elements Inc.** Beijing, China  
Software Engineer Jun 2012 – Jan 2014  
Mobile game, *TianShu* (Unity/C#)  
▪ Gameplay programming.  
▪ Wrote and tweaked shaders to help artists creating visual effects.  
▪ Helped with optimizing the performance of rendering.  
Mobile game, *Happy Fish* (Cocos-2dx/C++)  
▪ Gameplay programming.  
▪ Wrote bash scripts for building and distributing App package.

## OTHER PROJECTS:

- **Cross-platform game engine**, work in progress, built for our graduation project, a slice of 3d action game on PC and PS4. I'm in charge of the base engine and rendering system. And I also built assets tools and a simple humanoid animation retargeting tool.
- **ASCII FPS game**, a demo of my software rendering pipeline, which supports triangle rasterization, custom vertex and pixel shaders, flexible vertex format, depth testing, and output result as ascii graphics to windows command console.
- **Fluid simulation based on SPH** (Smoothed Particle Hydrodynamics), my bachelor graduation project, which uses CUDA for physical simulation and reconstructs a fluid surface mesh with the Marching Cubes algorithm.
- **A simple operating system kernel**, running on single core x86 CPU, with multi-processing, and can be booted from a floppy disk with FAT12 file system. It is a side project from my spare time in high school.
- **A compiler** for a subset of the C language, a course project, which generates x86 assembly code with a few optimizations like local common subexpression elimination.