

Jing Jin Programmer / Technical Artist

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Work Experience

2K Marin, Novato, CA

Engine Programmer on *The Bureau: XCOM Declassified*

2012.08 – present

- Worked on many aspects of the Unreal Engine 3 (lighting systems, post processing effects, particle systems, material editor, etc)
- Debugged and fixed various graphics bugs on PC and consoles, maintained and improved rendering pipeline
- Utilized profile tools to resolve game performance issues
- Worked with artists to add engine functionality to fit their needs

Technical Artist on *The Bureau: XCOM Declassified*

2012.01 – 2012.08

- Built APEX cloth and destruction prototype
- Created and optimized master shaders
- Created specific advanced shaders for FX, implemented them into the game with artists, designers, programmers
- Created and set up some weapon decals

Wemo Media, Venice, CA

Intern on *The Blu*

2011.06 – 2011.08

- Modeled undersea fishes in 3 LODs using Maya, ZBrush
- Created detailed diffuse, normal, specular maps with ZBrush, Photoshop

Skills

Programming: C++, C#, HLSL, Python, WebGL, Java

Profile Tools: PIX, GPAD, NSight, GPA, Telemetry

Game Engine: Unreal Engine 3, Unity

DCC Tools: Maya, Max, ZBrush, Photoshop

Video Editing: Premiere, After Effects

Language: Mandarin, English, Japanese

Education

Carnegie Mellon University, Pittsburgh, PA

2010.08 – 2012.05

Master of Entertainment Technology

Arizona State University, Tempe, AZ &

2009.08 – 2010.05

Huazhong University of Science and Technology, Wuhan, China

2006.09 – 2009.07

Bachelor of Mechanical Engineering

Academic Projects

Carnegie Mellon University, Pittsburgh, PA

Programmer on *DARPA Project*

2011.08 – 2011.12

- Implemented the game physics, UI in a tower building game in Unity for PC and Android, as one of the two programmers on a five person team
- Created particle effects for the game

3D Artist on *WMS Gaming Project*

2011.01 – 2011.05

- Created 3D assets in Maya
- Created promo video in Premiere and After Effects

3D Artist on Building Virtual Worlds

2010.08 – 2010.12

- Modeled, rigged, animated assets in Maya
- Created five games, each within two weeks, with five different teams each had a programmer, a texture artist, and a sound designer

Arizona State University, Tempe, AZ

Flash Programmer on Game Development

2010.01 – 2010.05

- Programmed different types of games including platformer, shooter, puzzler in Flash