

Yu Feng

OBJECTIVE

Seeking a full time internship/full time in gaming, web, and mobile programming.

EDUCATION

Master of Science in Computer Science GPA: 3.75/4.0
Southern Polytechnic State University, Marietta, GA 05/2014
Bachelor of Science in Computer Game Design and Development GPA: 3.88/4.0
Dual degree: Southern Polytechnic State University, Marietta, GA 12/2012
North China University of Technology, Beijing, China

ACADEMIC PROJECTS/EXPERIENCES

IOS/Android/.NET Developer at Zimmdot, LLC

May 2014 – Present

- Published Local On The Go IOS news application.
- Experience of Cocos2dx in Android and IOS platforms, AWS (DynamoDB, S3), iBeacon, CocoaPods, WCF and OpenCV.

Software Development Internship at Zimmdot, LLC

September 2013 – May 2014

- *Technical Environment: Objective-c, Android, ASP.NET MVC, HTML/CSS, and jQuery*

Participated in Seven Mobile Projects and one ASP.NET MVC project:

- Involved in stand up weekly meeting to discuss and get feedback from managers and developers.
- Experience of Agile software development life cycle.
- Design and development software based on client documents.
- Model/View/Controller for IOS and Mac object design.
- Experience of Git repository.

Five IOS projects: Zpaper, Local News, Brandboard, NPWH and Local On The Go.

• Experience of Core Data SQLite, XML and JSON parsing, OpenGL, GCD and NSOperationQueue, Location service, Google Analytics, push/local notification, delegate, KVO, URL request and variety of third party APIs.

Two Android projects:

- Experience of GUI design by either statically via XML or dynamically via code, and parsing JSON.

Software Development Internship at Simplified I.T. Products, LLC

April 2013 – August 2013

- *Technical Environment: Objective-c (cocoa framework), FireBreath, JavaScript, HTML/CSS*

Three Projects did all by myself: CDTOANYDRIVE, WEBTOANYDRIVE, PHOTOROUNDUP

Responsibility:

- Design the application in using Data modeling with UML
- Model/View/Controller for web and Mac object design.
- Good communication and interpersonal skills with ability to learn and adapt quickly to research and develop new technologies and can perform multitasking efficiently.
- Experience of implementing multiple languages by using NSLocalizeString, threading by using PerformSelectionBackground and PerformSelectorOnMainThread, low-level manipulation for detecting and listening hardware, formatting USB drive by using NSTask and NSWorkspace, searching files' attributes by using NSFileManager,

zip and unzip file by using third party API, plugin development by using FireBreath, developing website by using HTML/CSS, JavaScript, and jQuery.

IPad Game at DoggieBagStudio

April 2012 – October 2012

- Created game designed to teach children alphabet in using different animations and interactions.
- *Technical Environment:* Objective-c (cocoa2D)

Strength of Materials games

May 2011 – December 2012

- Created game designed to simulate two mechanisms used in a Strength of Materials course and lab. The game allowed users to virtually operate each mechanism.
- *Technical Environment:* Unity3d (C#, JavaScript)

Educational Business Law Game

March 2013 – April 2013

- I am working as a programmer to help create a computer game that is being created for the Business Law department of the school. I deal with creating data structure of the codes.
- *Technical Environment:* HTML5, Javascript and jQuery.

Lab Tutor

September 2012 – May 2013

- Working in Southern Polytechnic State University lab to tutor students' basic C# and JAVA.

CERTIFICATION

Programming Mobile Applications for Handheld Systems

- Coursera Verified Certificates.

Pattern-Oriented Software Architectures: Programming Mobile Services for Android Handheld Systems

- Coursera Verified Certificates.

PUBLICATIONS/PRESENTATIONS/COMPETITION

2014 Fall Game Jam for Health Winner

- I as a game designer and developer with another graphic designer together developed a game called HIV run in 48 hours by using cocos2dx engine (C++) and won the competition from total 41 teams.

Design and implement O-YOYO Native IOS game (available at: <https://itunes.apple.com/us/app/o-yoyo/id916623376?mt=8>)

- Designed and implemented word party game by mainly using game kit and cocoa frameworks.

Asymmetric Game Design and Player Location: An Empirical Study on Mobile Play Experiences

CGAMES USA 2013

- Designed an asymmetric game experience in using Objective-c and C#.

Strength of Materials games

- Polytechnic Summit 2013

RELATED COURSE WORK

Undergraduate Level:

User-Center Design

Artificial Intelligence (C#)

Fundamentals of Game Design

Software Test/Quality Assurance

Edu & Serious Game Design

Digital Media & Interaction

Applications Extensions & Scripting

Intro to Software Engineering

Operating Systems (JAVA)

Honors SpTpGamificat'n&Locat'n (PHP)

Computer Graphics & Multimedia (C++)

Database Systems (PHP, SQL)

Distributed Computing (JAVA)
Mobile and Casual Game Dev (HTML5)

Honors Thesis (C#, Objective-c)
Studio and Capstone (Unity3d/Objective-c)

Graduate Level:

Game Design and Development
Advanced Computer System Architecture
Theory & Implementation of Programming Language(C#, JAVA, Python)
Digital Image Process Analysis (JAVA)
Computer Networks
Mobile App and Security (Android)

Algorithmic Processes (JAVA)
Theory of Computation
Enterprise App Dev (Java EE)
Computer Graph and Multimedia (C++)
Cloud Comp and Security (JAVA)

LANGUAGES

Fluent in Chinese and Japanese

LEADERSHIP

- President, Japanese Association President, NCUT, China 2009-2010
- Developed an association designed to teach Chinese students Japanese language skills using a variety of methods. Recruited members, planned activities, and secured sponsors.
- Student Association Minister, NCUT, China 2009-2010
- Planned and organized student activities

HONORS AND AWARDS

Alpha Chi -- National College Honor Society Honor Program in SPSU