Yinlerthai Chan
Software Engineer

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Portfolio: http://yinlerthaichan.weebly.com

Education
***University of Southern California* (*USC*), Viterbi School of Engineering** - Los Angeles, CA   May 2012
- B.S. in **Computer Science (Games)**, with Minor in **2D Art for Games**

Technical Skills
Programming Languages
- Proficient in programming using C#, C++, Java
- Familiar with XNA, SQLite, Unity C# Framework

Software
- Proficient in using Microsoft Visual Studio, Unity3D, SVN, Git
- Experience using Jira, Slack, GoToMeeting, Google Hangouts, and Skype as communication and task management tools
- Experience using Autodesk Maya, Adobe Photoshop, and Adobe Illustrator

Work Experience
- *SonoSim Inc.* – **Unity C# Programmer**   Sep. 2012 – Nov. 2019
    - Worked in an Agile development cycle using the Scrum framework
    - Implemented various product GUI features using C# scripts in the Unity project
    - Fixed bugs, refactored existing code, and improved front-end code structure
    - Learned SQLite and wrote plugins that allowed the Unity application to communicate with a locally generated database
    - Wrote C++ libraries that generated images based on pre-defined values passed from Unity through a saved file that gets parsed through JSON
    - Helped manage, document and organize the 3D art asset pipeline within the company
    - Assisted in creating and implementing 2D UI assets into the product

Academic Project Experience
- *Unity3D Kinect Game Project* **–** *Bass Slapper: Right to Bear Arms* – **Programmer**   Apr. 2012
    A 2.5D Kinect game where the player, as a mother bear, feeds her bear cubs by slapping jumping fish towards their hungry mouths. In the process, she discovers she has super powers!
    - Built using Unity3D and C# scripts in a team of 5 for Kinect game development course
    - Programmed the gameplay elements, and integrated art and audio in the environment
    See the play demo: http://yinlerthaichan.weebly.com/bass-slapper-right-to-bear-arms.html

- *Unity3D Kinect Game Project* **–** *Lumina* – **Programmer**   Feb. 2012
    A 2D Kinect game where two players cooperate to guide and protect a young girl through a dark forest while avoiding the moonlight
    - Built using Unity3D and C# scripts in a team of 4 for Kinect game development course
    - Programmed the Kinect input detection and movement, integrated art and audio into the environment, and constructed the levels and their progression
    See the play demo: http://yinlerthaichan.weebly.com/lumina.html