



Jiadong Chen

✉ chen.jiadong@outlook.com 📞 +0212031923 📍 Christchurch, New Zealand
🌐 [linkedin.com/in/chenjd](https://www.linkedin.com/in/chenjd) 🏠 github.com/chenjd 🌐 jiadongchen.com



SUMMARY

Hi, I'm Jiadong Chen (@chen_jd). And my last job was for Unity, the creator of the world's most widely-used real-time 3D (RT3D) development platform, as a Field Engineer.

I have participated in the Unite Conf(Beijing & Shanghai) twice as a speaker. And I attended the Microsoft Ignite the Tour Beijing conf as a speaker, too.

Before joining Unity, I was a game programmer and the organizer of the Beijing Unity User Group(UUG). I like to write technical blogs, and my first book about Unity was published in 2016. Besides, I got my first Microsoft MVP Award in 2015.

WORK EXPERIENCE

Field Engineer(FTE)

Unity Technologies

📅 Mar 2018 – Jan 2020 📍 Beijing, China

- Provide in-depth consultation and support to developers who are planning to use Unity for their games and simulations.
- Became a technical expert in the use of Unity product portfolio (Unity Pro, Source Code, etc) for game and simulation development.

Unity

C#

Shader

Optimizations

Git

Field Engineer(Contractor)

Unity Technologies

📅 Dec 2017 – Feb 2018 📍 Beijing, China

- Provide in-depth consultation and support to developers who are planning to use Unity for their games and simulations.
- Became a technical expert in the use of Unity product portfolio (Unity Pro, Source Code, etc) for game and simulation development.

Unity

C#

Shader

Optimizations

Git

Lead Programmer

Chuangyou Tianxia Technology Co., Ltd.

📅 Nov 2016 – Dec 2017 📍 Beijing, China

- Designed and developed mobile games using Unity Engine.
- Made project requirements.
- Trained and mentored junior programmers.



C#

Jenkins

CI/CD

Git

Shader

Senior Programmer

Guangyu Online Technology Co., Ltd.

📅 Feb 2016 – Nov 2016

📍 Beijing, China

- Developed the company's Unity3D MMO turn-based mobile game project, implemented the game logic and framework.
- Participated in Scrum agile development.

C#

Scrum

Unity

Agile

Game Client Engineer

Fanyou Game Technology Co., Ltd.

📅 Dec 2013 – Feb 2016

📍 Dalian, China

- Developed mobile games using Unity Engine, C# and Python.

C#

Python

Django

Unity

Mono

ACHIEVEMENTS

🏆 The Microsoft Most Valuable Professional since October 2015

🏆 Microsoft Certified: Azure Fundamentals

PUBLICATION

Book

"Unity3D Scripting: Developing Cross-Platform Games with C#"

Author:

Jiadong Chen,

Publisher:

Publishing House of Electronics Industry, Published: September 2016,

ISBN: 9787121297182

SKILLS

Computer skills

.NET/C#, Unity, Azure, Git, ShaderLab, GLSL/HLSL, Microsoft Office, etc

EDUCATION

BEng, Electronic Information Science and Technology GPA:3.23/4.00

Dalian Maritime University

📅 Sep2008 - Jul2012

📍 Dalian, China