

About me

Passionate video game developer and video game player from Wellington, New Zealand. Previously worked at Phat Loot Studios building the monster-taming MMORPG Untamed Isles. As a day one member of a very small startup, I had to pick up quickly and learn on the fly a range of aspects relating to developing and deploying an MMO from scratch including networking, cloud hosting, and databases. I have experience both working in, as well as leading a team to complete objectives.

Work Experience Highlights

- Mar 2021 – **Senior Game Developer**, *Phat Loot Studios*, Remote
Aug 2022 *Unity, C#, Mirror Networking, Firebase, GCP, AWS, Docker, Steamworks, git, Kanban*
Day 1 member of a startup developing an MMORPG. Due to the small team size at the beginning, I was responsible for many of the systems that go into an MMORPG. Also interviewed new programmers applying to the company and mentored the more junior members. Eventually, my immediate team size grew to 10 people. Used Kanban for work allocation.
For more details on this project see
<https://jiahengnz.github.io/projects/untamedisles/>
- Oct 2020 – **Research Assistant**, *Victoria University of Wellington*, Wellington
Dec 2020 *VR, Unreal Engine, Blueprints, Oculus Quest, Big Data*
Software development work on a conservation project where users can explore the Wairarapa Moana Wetlands in VR.
- Mar 2019 – **Tutor**, *Victoria University of Wellington*, Wellington
Nov 2020 *Unity, C#, Unreal Engine, Blueprints, UX, mobile*
Tutored 300-level courses on user interface design, software development for mobile platforms, and computer game development in both Unity and Unreal Engine.
- Jul 2018 – **Virtual Reality Developer**, *Victoria University of Wellington*, Wellington
Aug 2018 *VR, Unity, C#, HTC Vive*
A 4-week project developing a virtual tour of Fijian Islands for tourism students. Development was done in Unity for HTC Vive.
Please see LinkedIn for a full list of my experiences.

Education

- 2019 – 2020 **Master of Science (Distinction)**, *Victoria University of Wellington*, Wellington
VR, Unity, C#, HTC Vive, Healthcare, User Studies
Majoring in Computer Science. My research thesis was on using virtual reality for chronic pain relief. I developed a game in Unity for HTC Vive. The game has three distinct levels: physically active distraction, mentally active distraction, and passive observation. The analgesic effects of each level were evaluated through a user study with chronic pain patients from Wellington Regional Hospital.
- 2013 – 2017 **Conjoint Bachelor of Engineering with Honours and Bachelor of Science**, *Victoria University of Wellington*, Wellington
Majoring in Software Engineering and Mathematics.

Lower Hutt, New Zealand

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Computer languages, frameworks, and hardware

Professional Experience C#, Unity, git

Confident Javascript, NodeJS, Java, HTC Vive, Oculus, SteamVR, LeapMotion, \LaTeX

Some experience c, Python, OpenGL, Unreal Engine, c++, Processing, Android, HTML/CSS, Linux, Docker

Natural languages

Fluent English

All education conducted in English

Conversational Mandarin

Born in China

Elementary Japanese

Studied at university

Publications

- 2022 Wang, J., Anslow, C., Mccallum, S. J. R., Robinson, B., Medeiros, D., & Jorge, J. (2022, November). VR Games for Chronic Pain Management. In Proceedings of the 28th ACM Symposium on Virtual Reality Software and Technology (pp. 1-11).
- 2021 Wang, J. (2021). Virtual Reality Based Passive and Active Distraction Methods for the Treatment of Chronic Pain (Version 1). Open Access Te Herenga Waka-Victoria University of Wellington. <https://doi.org/10.26686/wgtn.14128943.v1>
- 2019 Wang, J., Anslow, C., Robinson, B., & McCallum, S. (2019, November). Extended Reality for Chronic Pain Relief. In 25th ACM Symposium on Virtual Reality Software and Technology (p. 109). ACM.
- 2016 Wang, J., Xue, B., Gao, X., & Zhang, M. (2016, August). A Differential Evolution Approach to Feature Selection and Instance Selection. In Pacific Rim International Conference on Artificial Intelligence (pp. 588-602). Springer International Publishing.

Miscellaneous Experience

Feb 2016 – **Guild Master & Streamer**, *A certain MMORPG*

current *HTML/CSS, JS, Node.js, discord.js, React, Next.js, twitch.js, GIMP, Shotcut, OBS, Stream-labs*

I lead and manage a group of over 50 active players in an MMORPG as a Guild Master. This role includes organizing weekly in-game events for my community which are spread out across multiple time zones (mainly Europe and the Middle East) through the use of a custom Discord bot and a website. I also stream our guild events to Twitch, editing the footage afterwards for upload to YouTube.

Nov 2017 – **Reserve Infantry**, *New Zealand Army*, Wellington

Sep 2018 Part-time soldier. I joined the army because I wanted to help with disaster relief and humanitarian aid. My time in the army helped me develop strong teamwork and leadership skills.

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Interests

- Technology I am passionate about technology's ability to enrich people's lives, and I believe in harnessing its power to create positive, transformative experiences for individuals and communities alike.
- Japanese Pop Culture I am a big fan of Japanese culture, particularly enjoying manga and anime. I picked up the Japanese language mostly through watching anime.

Miscellaneous Qualifications

- Full car licence, full medium rigid vehicle licence, learners motorcycle licence (NZ Classes 1, 2, 6L)
- Comprehensive First Aid – Issued by New Zealand Red Cross
- Japanese Language Proficiency Test N4

References

Craig Anslow
Senior Lecturer
Victoria University of Wellington

Joshua Grant
Chief Executive Officer
Phat Loot Studios

David Logan
Chief Technology Officer
Phat Loot Studios

Reference contact details provided on request

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