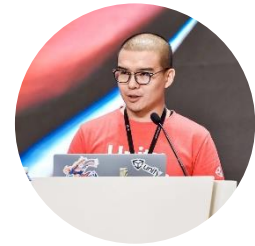




Jiadong Chen

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SUMMARY

I'm a Senior Software Developer at Company-X, using Microsoft Azure cloud computing service and Unity to build, test, deploy, and manage applications. I am interested in Microsoft Azure cloud, Unity and XR development, and .NET/C#. I'm a Microsoft Certified Azure Developer, Microsoft Certified Azure AI Engineer, Microsoft Certified Trainer, and I have passed the AZ-303 Microsoft Azure Architect Technologies certification exam. I am also a Microsoft MVP since October 2015 and a member of the .NET Foundation.

Before joining Company-X, I worked for Unity, the creator of the world's most widely used real-time 3D development platform, as a Field Engineer. As a Field Engineer at Unity, I provided in-depth consultation and support to developers who use Unity for their games and simulations (AR/VR/XR) development. I have participated in the Unity Unite Conference twice as a speaker. And I attended the Microsoft Ignite the Tour Beijing Conference as a speaker as well.

WORK EXPERIENCE

Senior Software Developer

Company-X

📅 Dec 2020 – Now 📍 Hamilton, New Zealand

- Use Microsoft Azure cloud and Unity for building, testing, deploying, and managing applications.

Unity/XR .NET/C# Azure Cloud Git

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 .NET/C# XR Azure Cloud 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.

Unity .NET/C# XR Azure Cloud Git



Lead Programmer

Chuangyou Tianxia Technology Co., Ltd.

📅 Nov 2016 – Dec 2017 📍 Beijing, China

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

.NET/C#

Unity

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.

.NET/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.

.NET/C#

Python

Django

Unity

Mono

ACHIEVEMENTS

🏆 [The Microsoft Most Valuable Professional since October 2015](#)

🏆 [Microsoft Certified Trainer 2021-2022](#)

🏆 [AZ-303 Microsoft Azure Architect Technologies](#)

🏆 [Microsoft Certified: Azure Developer Associate](#)

🏆 [Microsoft Certified: Azure AI Engineer Associate](#)

🏆 [Microsoft Certified: Azure AI Fundamentals](#)

🏆 [Microsoft Certified: Azure Fundamentals](#)

SKILLS

.NET/C#, Unity/XR development, Azure Cloud, Git, Jenkins, ShaderLab, GLSL/HLSL, Microsoft Office, etc

EDUCATION

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

Dalian Maritime University

📅 Sep 2008 – Jul 2012 📍 Dalian, China