

Iting Shih

Contact: [Email](#) · [LinkedIn](#) · [Portfolio](#) · 07476 918 820

Unity engineer with 6 years building tools, gameplay, and AR experiences across games and AI/simulation platforms. Strong engineering foundation paired with a fine-art background, enabling effective collaboration with cross-disciplinary teams and direct contribution to UI design and shader work.

Technical Skills

Languages: C# (proficient) · C++, Java, HTML/JS (basic)

Engines & Tools: Unity3D, Git, Unreal, Unity Shader / HLSL, WebGL, Blender

Experience

Unity Development Engineer — Mindtech Global, Hemel Hempstead, UK

Feb 2021 – Mar 2025

Developed Unity3D tools for Chameleon, an AI synthetic-data platform.

- Restructured the legacy UI using UXML / UI Toolkit, improving stability, increasing frame rates by 15%, and enabling non-technical staff to manage dynamic content.
- Built an Asset Pack filtering system that pre-screens and loads only required content at runtime, reducing asset load times and improving user experience.
- Developed Randomized Actor-Follower Cameras with adaptive algorithms for natural movement and stronger user immersion.
- Created an extensible Event/Mission system, integrated with the in-house Time Frame system I built earlier, enabling designers to author complex missions without writing code.

Game Developer — Scary Beasties Limited, London, UK

Jul 2019 – May 2020

Developed mobile & AR games in Unity3D, and HTML5 games using the Phaser framework.

(scarybeasties.com)

- Restructured the team's development workflow, cutting time spent on repetitive tasks by ~50%.
- Refactored a large legacy codebase to improve maintainability and cross-device compatibility.
- Liaised directly with designers to translate creative requirements into technical scope.
- **Unity titles:** Frozen 2, Star Wars, PJ Masks, Ricky Zoom, Bobalope Bay

- **HTML5 titles:** Toy Story, Frozen 2, Cars, Sky Kids

AR Developer — Zappar Ltd., London, UK

Sep 2018 – May 2019

Implemented AR experiences in ZapWorks Studio for major brand clients.

- Led a development segment alongside workflow & UI design, collaborating closely with designers.
- Migrated a legacy codebase to a new architecture, significantly improving runtime performance.
- Built a catalogue of clean, maintainable reference projects for onboarding junior developers.
- Drove a bug-reduction effort, achieving bug-free status on 85% of active projects.
- **Clients:** Detective Pikachu, 7-Eleven Pac-Man, Snickers, Tropicana, M15

In-house Artist — Tate Galleries, BP Art Exchange, London, UK

Oct 2015 – Jan 2017

Internship coordinating workshop projects between Tate curators and international artists (India, South Korea, Spain, France). Designed an interactive paper-lantern workshop received well by both Tate staff and the wider public; led performance-art events spanning UK–India collaborations.

Education

MA Art and Science — University of the Arts London, Central Saint Martins · 2015 – 2017

Interdisciplinary degree blending creative coding, WebGL, and performance art — the foundation for my later UI and shader work. *Thesis: The Question of Strong Artificial Intelligence — Demythologising Common Fallacies.*

MSc Computer Science and Engineering — Yuan Ze University, Taiwan · 2012 – 2014

Projects: real-time stereoscopic volumetric shadows (OpenGL), OpenCV-based games, Kinect applications using Ogre3D. *Thesis: On the Single-Source Shortest Paths Problem in Dynamics.*

BSc Electronic Engineering — Ming Chi University of Technology, Taiwan · 2008 – 2012

- 3rd Prize (Taiwan), ACM-ICPC International Collegiate Programming Contest
- Excellent Performance, TEMI International Microcontroller Application Contest