

# Jiajun Lim

---

301 Crescent Ct #3305, San Francisco, CA 94134 · 302.290.4679 · limjiajun@gmail.com · www.thurinus.com

## Profile

---

I am a RIA and game developer who specializes in AJAX technologies, Flash/Flex, and Unity 3D. I often leverage my programming and art skills together to create intuitive and engaging software. Although the tools I work with are predominantly web technologies, I have also used them in client applications and games with tools such as Adobe Air and Scaleform GFX.

## Education

---

### Bachelor of Science in Information Systems & Human-Computer Interaction

Carnegie Mellon University

August 2001 - May 2005

## Technical and Creative Skills

---

- **Programming:** ActionScript 2/3, JavaScript, XHTML, XML, CSS, PHP, SQL, Java, C#
- **Game Platforms & Middleware:** SmartFoxServer, Union Platform, AMFPHP, Unity 3D, Scaleform GFX
- **Application Servers:** Apache HTTP Server, Tomcat, IIS
- **Project Management:** Perforce, SVN, Maven, Ant
- **Databases:** MySQL, Oracle
- **Operating Systems:** Windows, OSX, Linux, Unix
- **Multimedia:** Photoshop, Illustrator, Painter, After Effects, Premiere, Final Cut, 3DS Max, Flash

## Professional Experience

---

### Game Developer

Zynga

April 2009 - Present

Software Engineer with the Virtual Worlds and RTS studios, primarily focusing on gameplay and network engineering with technical artist responsibilities. Worked on **Yoville**, **Roller Coaster Kingdom**, **Fishville**, **Petville**, and **Farmville**.

### Game & Web Software Engineer

Trion

October 2007 - April 2009

Worked as the primary UI engineer for the company's upcoming flagship game, **Rift: Planes of Telara**, which uses the Scaleform GFX UI middleware. Designed and implemented AJAX user interfaces in Javascript and Actionscript, acted as a liaison between the art and engineering teams, and maintained the corporate site. Programmed backend services in Java using the Spring Framework, and frontend RIA's with the Flex Framework.

## Information Technologist

Singapore Civil Defence Force

June 2005 - July 2007

Developed specialized client and web applications for SCDF's nationwide security operations as well as public outreach programs. Redesigned and optimized the user interfaces of SCDF's intranet infrastructure using HCI principles, AJAX techniques, and W3C recommendations.

Appointed Company Sergeant Major and conferred the Service Excellence Award in 2006.

## Web Developer

E.I. DuPont de Nemours

September 1999 - August 2004

Achieved significant maintenance savings by integrating HR's Intranet portal with DuPont's custom CMS. Redesigned and launched DuPont's careers website, integrating it seamlessly with RecruitSoft (now Taleo). Provided support for interactive UI upgrades and content maintenance.

## 3D Concept Artist

Carnegie Mellon University

August 2002 - December 2002

Created 3D simulations of hypothetically feasible space exploration missions and deployment protocols for CMU's Robotics Department's Planetary Circumnavigation Project.

## Illustrator and 3D Artist Contractor

Simutronics Corporation

May 2002 - May 2003

Illustrated characters for the Bestiary of the MMORPG Gemstone III. Created character and environmental 3D models for the MMORPG Hero's Journey.

## Course Assistant

Carnegie Mellon University

January 2002 - May 2004

Taught Java programming classes and assisted professor with managing course assignments.

## Projects

---

### Tomekeeper CMS

Personal Project

September 2006 - Present

AJAX (Javascript, CSS, XHTML, XML), MySQL, PHP

Tomekeeper is a CMS targeted at comic artists who seek a painless way to manage their stories, galleries, news, and RSS feeds without the burden of manual updates and uploads. Its minimally invasive implementation makes it a great alternative to other 'complete package' CMS's for pre-established websites.

Tomekeeper began as a solution for artist friends who required a flexible comic management system, and is now the backbone of two popular web comics, [Lackadaisy](#) and [Same Apartment](#). It has since become my pet project and sandbox for advanced AJAX methods and backend development.

## Ensemble Project Collaboration System

Information Systems, Carnegie Mellon University  
XHTML, Javascript, MySQL, PHP, ORACLE

January 2004 - May 2004

I led a group to build Ensemble, a team collaboration system for software projects. It sports version control, project timeline tools, and communication facilities, among other standard features like file browsers and automatic backups.

## Building Virtual Worlds

Entertainment Technology Center (ETC), Carnegie Mellon University  
ALICE 3D, Jython, Head-mounted VR Display

September 2002 - December 2002

Teams of students combine their skills to build 3D environment experiences in Building Virtual Worlds, an ETC interdisciplinary course. Playing the primary role of modeler and artist, I created the environments and characters for my teams' worlds, contributing heavily to experience design and programming. Two of my projects were recognized and showcased.

## Other Interests

---

- **Game Development:** 3D games with the Ogre3D engine, online games with Flash.
- **Aviation:** Training for VFR; Flying Cessna Skyhawks and Piper Cheerokees.
- **Filmmaking:** Experimenting in cinematography and animated storytelling is fun.
- **History:** Particularly in ancient classical history.
- **Hat Collecting:** Quirky hobby that complements my interest in history.