

Xuefan ZHOU

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EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC)

Master of Entertainment Technology

Pittsburgh, PA, USA

expected in May 2019

The Hong Kong University of Science and Technology (HKUST)

Bachelor of Engineering, Computer Science, First Class Honors

Hong Kong, China

May 2017

Rensselaer Polytechnic Institute (RPI)

Exchange Student, Computer Science

Troy, NY, USA

Spring 2016

Courses: Algorithms, Software Engineering, Computer Graphics, Image Processing, Machine Learning, Advanced Game AI, Game Programming, Game Design, Building Virtual Worlds, Visual Story, Improvisational Acting

SKILLS

Languages: C, C++, C#, Java, Swift, Pascal, Matlab, R, SQL, Python

Tools: Unity, Xcode, Git, Perforce, Adobe Photoshop, Adobe Illustrator, Blender, Microsoft Office

APIs: OpenGL, Metal, ARKit, Weka, Apache POI, Qt

EXPERIENCE

Software Engineer & Experience Designer Intern, Apple, 05/2018 – 08/2018

Sunnyvale, CA

- Designed and developed demo applications for new ARKit features and API
- App development and shader programming with Swift, Apple APIs and internal frameworks in Xcode

iOS Software Engineer & UI/UX Designer Intern, Halong Tech, 06/2016 – 07/2016

Zhuhai, China

- Designed and implemented a news-reading app prototype for iOS in Swift2.0 using Xcode7
- Collaborated with cross-functional teams and developed new features according to clients' requirements
- Designed icon and UI elements for applications using Photoshop and Illustrator

Research Assistant, Software Lab, HKUST, 06/2015 – 08/2015

Hong Kong, China

- Assisted Ph.D. research topic "Spreadsheet Error Detection" to do the result review using Java and Apache POI
- Participated in weekly meetings of the research group to discuss the related papers

ACADEMIC PROJECTS

Simtopia, Maxis VR project, Electronic Arts (EA) Fall 2018 (Present)

ETC

- Working in a team of five to make VR prototypes for an unannounced game from Maxis Studio, EA
- As a game designer, exploring and tested the possibility of VR interactions and gameplay for emergent storytelling
- As a programmer, implementing the prototypes for HTC Vive Pro in C# using Unity

Building Virtual Worlds projects, Fall 2017

ETC

- Worked in a team of four/five to make five successfully implemented game projects on different platforms such as HTC Vive (VR), Oculus Touch (VR), Microsoft HoloLens (AR/MR) and Kinect
- Delivered two game projects in the ETC annual public festival, including room theming and guest reception
- As a designer and programmer, designed and implemented the game logic and mechanics in C# using Unity
- Collaborated and communicated with people from different disciplines such as artists and sound designers

VR Game Development with Leap Motion, Fall 2016 - Spring 2017

HKUST

- Worked in a team of three to make a VR music game with Google Cardboard, Leap Motion and Arduino Board
- As a UX/UI designer, designed and tested the user interface and interaction of the game
- As a programmer, implemented the game flow and integrated game mechanics and hardware input in C# using Unity

Machine Learning for Game Playing AI, Spring 2016

RPI

- Personal research on using Neural Network with Genetic Algorithm, Reinforcement Learning and Supervised Learning to code AI agents in Java to play Mario game
- Presented a feasible solution combined rule-based and reinforcement learning to play Tetris and participate online AI contest "Block Battle"