

XIAOSHAN (HILL) LU

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EDUCATION

CARNEGIE MELLON UNIVERSITY

Master of Entertainment Technology

Sep 2015 - May 2017, GPA 3.84, Pittsburgh, PA

JINAN UNIVERSITY

Bachelor of Network Engineering

Sep 2011 - July 2015, GPA 3.68, Guangzhou, Guangdong, China

PROFESSIONAL EXPERIENCE

VIACOM

Virtual Reality Engineer

Aug - Dec 2016, New York City, NY

Developed media for HTC Vive, Oculus Rift and HoloLens.

Introduced new features including storytelling, animation synchronization and audio visualization for *The Melody of Dust* (To be shipped in Feb 2017).

Optimized the system through patterns and physical features. Implemented and improved visual effects, including shaders and particle effects. Highly enhanced the sense of immersion.

WARPFORGED GAMES

Gameplay & UI Engineer

May - Aug 2016, Mission Viejo, CA

Improved and implemented new gameplay features for *Realms of Conquest* (To be shipped in Spring 2017), including but not limited to Forced March, Abilities and Terrain Effect System.

MAKEBEST GAME

Technical Designer

Sep 2014 - Jul 2015, Guangzhou, Guangdong, China

Developed the monster system including figures, abilities and game balance for *Blacksmith Story* (Shipped in May 2015).

PROJECTS

MESH EDITOR, RENDERER & FLUID SIMULATION

Software Engineer

Jan - May 2016, Carnegie Mellon University

Implemented mesh editor with upsampling, downsampling and resampling; renderers with ray tracing and path tracing, bounding volume hierarchy.

Simulated fluid by SPH and marching cube algorithm.

GIVE ME YOUR GUN (INTERACTIVE THEATER)

Lead Technical Designer

Jan - Aug 2016, Games for Change

Led development of the application's gameplay mechanics and architecture which ensure a fluent real-time communication between every component.

SKILLS

C/C++, C#, Java, ASM,
MATLAB, Prolog,
Unity, Unreal, SteamVR,
Perforce, TFS,
Oracle, MySQL,
Gameplay,
Virtual Reality,
Computer Graphics,
Artificial Intelligent,
User Interface

PUBLICATION

A First-Order Logic Framework of Major Choosing Decision Making with an Uncertain Reasoning Function

on IEEE Transactions on Systems, Man and Cybernetics: Systems

HONORS

The Melody of Dust

World Premiere

2017 SXSW Film Festival

Blacksmith Story

Best Creativity

2015 Cocos Game Development Contest

Best New Game

2015 Apple Store

Zero 2 Hero

Honorable Mention

2016 Global Game Jam, Pittsburgh IGDA

Kaleidoscope

Honorable Mention

2016 Big Idea: Plan Challenge, Imagine Cup Competition, Microsoft