

# Zhisheng Xu

Gameplay Programmer

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## Education

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Carnegie Mellon University, Pittsburgh PA  
Entertainment Technology Center(ETC)

Expected graduation: May 2021

### Master of Entertainment Technology

University of Pittsburgh, Pittsburgh PA

December 2018

### Bachelor of Computer Science

## Relevant Course Work:

**Mathematics:** Discrete Mathematics, Linear Algebra, Calculus I and II, Statistics, and Probability

**Computer Science:** Game Design and Implementation, Data Structure, System Software, Algorithm Implementation, Computer Graphics, High Performance System, Software Engineering

## Technical Skills

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**Languages:** C, C ++, C#, Java, Javascript, Lua, JSON, HTML, Python, CSS

**Game Developing Platform:** Proficient with Unity3D and Coconut 2D-X, Unreal 4, Maya

**Program Developing Environments:** Microsoft Visual Studio 2019, Xcode, Eclipse, SDL, OpenGL

**Computer Softwares:** Microsoft Office series, Audacity, Adobe Photoshop and Premiere, After Effect

## Programming and Working Experience

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*Epic Games Inc.*, Cary, North Carolina, U.S.A.

### Engine Engineer Internship

June 2020 — August 2020

- Constructed the name enforcement system for the new Virtual Camera plugin in Unreal Engine 5
- Retrofitted the Composure system to increase its C++ exposure level to the Blueprints
- Added a new feature that enables the engine viewport to lock onto selected cameras within an actor
- Documented the new Virtual Camera plugin for Epic Games internal use

*EDDA Technology Inc.*, Princeton, New Jersey, U.S.A.

### Software Engineer Internship

May 2018 — August 2018

- Programed unannounced AR project in HoloLens for precise lesion pin passing using Unity (C#)
- Built new UI system based on gaze and tap gestures for extant AR projects
- Installed and crafted developing environment and manual for future AR projects on HoloLens
- Translated and organized clinical reports from English to Chinese

## Academic Game Projects

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**Next AR with Unreal 4, Programmer, Electronic Arts Inc.**

Jan 2020 — May 2020

- Developed a multiplayer passthrough AR experience with customized Unreal 4.21 (C++)
- Engineered the Leap Motion and ZED Camera with HTC Vive to create controller free AR experience
- Programed the gameplay and physics modules to mimic realistic interactions with virtual objects
- Solved the network lagging issues for synchronizing hand gestures among different players

### Building Virtual World, Programmer, ETC

August 2019 — December 2019

- Coded multiple game projects for different platforms using Unity3D within two-weeks sprints
- Cooperated with art, design and other disciplines to work together on the iterations of games
- Implemented hardware interfaces among Leap Motion, Magic Leap and Vive VR device
- Managed Scrum development cycles to ensure team deliveries are complete in time