

Ran 'Ryan' Zhang, Gameplay Programmer

412-500-6879 | ranzhang@andrew.cmu.edu | www.ryanzh.com | github.com/zrdumped

EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC)

Pittsburgh, PA

Master of Entertainment Technology

May 2021

Shanghai Jiao Tong University (SJTU), School of Software

Shanghai, China

Bachelor of Science in Engineering, Majoring in Software Engineering

June 2019

RELEVANT COURSES

Computer Graphics, Linear Algebra, Human Computer Interaction

Algorithm, Data Structure, Database, Computer System, Software Engineering, Software Testing

SKILLS

Languages: C#, C, C++ (OpenGL, OpenCV), SQL, Java, JavaScript, Python

Applications: Unity, Visual Studio, Maya, Substance Painter, Photoshop, Unreal Engine 4, QT

ACADEMIC PROJECTS

Building Virtual Worlds

ETC, Fall 2019

- Rapid prototyping, worked with 5 teammates randomly generated, 5 rounds
- Worked with people from different backgrounds, iterated fast, communicated and brainstormed
- Worked on visual effects and mechanism, also modelled, animated, textured and rigged.

Mixed Reality Chemistry Lab Simulator, Programmer

SJTU, July 2017 – June 2018

- Simulated chemical reaction and chemistry experiments with real senses of touching
- Utilized HTC Vive, Leap Motion and Unity3D to create virtual reality version of the application
- Utilized Kinect, Vuforia, Unity3D and OpenCV to create augmented reality version of the application

The Vincent's Dream, Designer, Programmer

SJTU, Spring 2019

- Made a puzzle game where guest play as a painter who admires Van Gogh sincerely
- Designed the puzzlement, story and visualization
- Cooperated with other programmers and implemented this game with Unreal Engine 4.

Glacier and Phoenix (Computer Graphics application)

SJTU, Fall 2017

- Developed an interactive scene consisting of particle systems with C++ and OpenGL

PERSONAL PROJECTS

1Kea (Multiplayer PC Game), Designer, Programmer

Global Game Jam 2020, Feb 2020

- It is a chasing game between a repairman and a chair.
- Implemented some visual effects, timeline and connection with gamepads
- Won the Jammer's Choice award.

Deer (PC Game), Designer, Artist, Programmer

Personal Project, Fall 2018

- A RPG controlled by voice completed with 2 months by 2 people based on Unity3D engine
- Designed the story and mechanism, built the scene, implemented partial logic in the game

EXPERIENCE

NVIDIA (Shanghai, China), Cloud Gaming Software Engineer Internship

June 2018 – Jan 2019

- Tested games performance on different devices and supported them to be streamed via Nvidia shield

ACTIVITIES

Debate team of Shanghai Jiao Tong University

March 2016 – June 2018

- Attended nation-wide debates and won several awards