

Wenyu Wu

217-979-3498, wenyuw1@andrew.cmu.edu

Personal website: www.wenyu-wu.com

Objective

To obtain a summer internship in game programming

Education

Carnegie Mellon University, Pittsburgh, PA

Expected: May 2017

Entertainment Technology Center, Master of Entertainment Technology

University of Illinois at Urbana-Champaign, Urbana, IL

Finished: May 2015

Computer Engineering, Bachelor of Science

Skills

- Working experience with: C++, C, Linux Environment and Commands
- Application development experience with: Unity, C#, Python, JAVA and CUDA C, x86, VHDL
- 3-D Modeling and animation software: 3DS MAX Studio, Blender, Mudbox, Maya

Relevant courses: Big Data, Data Structure, Multimedia System Design, Computer Engineering, Art of 3D Imaging

Professional Experience

Akuna Capital. (May.2014~Aug.2014)

Software Engineer Intern

- Developed and maintained trading software using C++, arranged and modified large volume of code
- Tested and debugged production code, very extensive C++ coding
- Scrum and weekly sprint within team of 4 and a manager

June Intelligence Co.Ltd. (July.2013~Aug.2013)

Software Engineer Intern

- Built multimedia distribution system utilizing C++ opencv library
- Researched computer graphic algorithm
- Created testing and maintenance method of multimedia system

Honors

Game Build-a-thon competition, 2nd prize

(Feb.2014); Competition sponsored by Electronic Arts

- Designed and developed a game matching the competition theme within 24 hours using C++
- Very Extensive C++ coding and debugging, implemented AI, real-time screen rendering and game update mechanism
- Designed game Levels and game arts

Operating System design competition, 3rd prize

(Nov.2013); Competition sponsored by Microsoft

- Programmed and debugged self-designed operating system from scratch (Unix-style system with unique functionalities), file system and paging implemented
- Support system calls, multiple terminals, scheduling, and effective context switching

Course Projects:

Building Virtual World, ETC, game artist (Fall 2015)

- Application development experiences in Oculus Rift and Microsoft Kinect
- Designed and made 2D and 3D game arts, including rigging and animations
- Created and programming C# scripts for cut scenes in Unity
- Researched and studied 1Unity shaders

Ray-tracing engine with C++

- Constructed and improved ray-tracing for geometric primitives
- Created hair simulation method
- Tested and debugged rendering engine

Other experiences & projects

“Dystheism” game project team (Oct.2013~present)

- Creating detailed 3-D character from specifications
- Unity Engine game project
- <http://dystheism.net/presskit/>

“Song of Amhr áin” game project team (Nov.2013~present)

- Lead 3D Modeler and animation maker, building up game characters from concepts to modeling and animation