



Nicolas Zhenyu Xu

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Objective

Seeking summer 2017 internship as a game programmer.

Education

Entertainment Technology Center, Carnegie Mellon University, Pittsburgh Aug 2016 - May 2018
Master of Entertainment Technology

School of Computer Engineering, Nanyang Technological University, Singapore Aug 2007 - May 2011
Bachelor of Computer Engineering, Minor in Business

Skills

Languages

Chinese (Native), English (Native), Japanese(Intermediate)

Technical

C++, C#, Java, JavaScript, PHP, MySQL, HTML5, Unity, Unreal, iOS/Android development, VR/AR development

Work Experience

Lead Programmer, Dimension 5 Technology Ltd., Nanjing, China May 2016 - Aug 2016

- Led a team of 5 programmers and 3 designers to develop an Unreal + HTC Vive based VR solution for home decoration within 3 months.
- The software is capable of sharing decoration plans and furniture assets online, making sharing and visualizing home decoration plans simple and easy.

Game Programmer, Koei Tecmo Games Ltd.,

Koei Tecmo Singapore

July 2015 - May 2016, July 2011 - July 2013

Koei Tecmo Japan

July 2013 - July 2015

- Worked on a mobile game title that will be released soon "[三國志レギオン\(RTK Legion\)](#)" (2017 iOS/Android Game)
 - Developed with in house C++ game client engine and PHP Server
 - Worked in a team of 5 programmers and 5 designers, in charge of battle and city building systems
 - Contributed ideas about dynamic gameplay, balancing, and game visuals during designing process
 - Transferred back from Japan to Singapore in the middle of the project, continued working on the project in Singapore in collaboration with colleagues in Japan.
- Shipped two Unity game titles "[信長の野望201X \(Nobunaga's Ambition 201X\)](#)" (2015 iOS/Android/Browser) and "[大航海時代5 \(Uncharted Water 5\)](#)" (2014 iOS/Android/Browser).
 - Both games were developed with Unity client and PHP server, published on multiple platforms, and were top 10 downloaded games in Japanese App Store when released
 - Went through full development cycles during both projects, from prototype to release to update
 - Worked in teams of 5 programmers and 5 designers, responsible for multiple key gameplay features like navigation, trading, training
 - Contributed ideas about gameplay, balancing, and game economic systems during designing process
 - Apart from gameplay development, also in charge of Android/iOS deployment, in-app purchases, Facebook/Twitter API features, network securities and new technology/plugin researches
- Developed and maintained a browser game "[100万人の三國志 Special\(Million people's RTK Special\)](#)" (2012 Browser)
 - Worked in a team of 8, leading a small team of 3 developing new features for game updates
 - In charge of server maintenance and update, crisis management, user data collection and analysis

Academic Experience

Programmer / Producer, Building Virtual World, ETC Aug 2016 - Dec 2016

- Built innovative virtual worlds on brand new platforms every two weeks with 5 randomly distributed classmates
- Worked with various platforms like HTC Vive, Oculus Rift, Google Tango and Hololens

Personal Interest

Video Game, Movie, Music