Xuejun Wang

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EDUCATION

Carnegie Mellon University, Entertainment Technology Center　　　　　Expected May 2019
Master in Entertainment Technology　　　　　　　　　　　　　　　　　Pittsburgh, PA
Major Courses: Building Virtual Worlds

Huazhong University of Science & Technology, Automation　　　　　　　June 2017
B.E., Automation　　　　　　　　　　　　　　　　　　　　　　　　　Wuhan, China
Major Courses: C Language, Data Structure, Computer Network, Computer System, Object Orient Program Design, Artificial Intelligence and Machine Learning, Mathematical Modeling, Probability and Statistics, Stochastic Process.

EXPERIENCE

Game System Designer Internship　　　　　　　　　　　　　　June 2016 – Sep 2016
Perfect World Entertainment Technology Co., Ltd　　　　　　　　　　Beijing, China
- Designed new systems and adjust the old systems in a mobile MMO role playing game.
- Took charge of the design and execution of a social system and relevant activities.
- Ranked 3rd in best-selling games in App Store in China.

ACADEMIC PROJECTS

Building Virtual Worlds　　　　　　　　　　　　　　　　**Programmer**, Fall 2017
- Contributed to five rounds of rapid prototyping class projects, on five-person teams, creating highly interactive experiences for HTC Vive, Oculus and HoloLens, utilizing brainstorming, teamwork and communication.
- Programmed the gameplay, designed the game mechanisms and levels.

Hand Gesture Recognition and HCI System　　　　　　　　**Programmer**, Spring 2017
- Trained a neural network using TensorFlow to recognize real-time hand gestures with vision input with a recognition rate 97.25%.
- Generated a database of 3400 labeled hand gesture images.
- Built a human computer interaction system for user to use gesture inputs to control the mouse.

Heart Beat Sensor　　　　　　　　　　　　　　　　　　**Programmer**, Fall 2016
- Designed and developed a wearable heart beat detector with MUC (CC2540 from Texas Instruments) and a corresponding iOS app linked with BLE to show users the heart rate and alarm users when it's out of normal range.

PERSONAL PROJECTS

PurEgo　　　　　　　　　　　　　　　　　**Game Designer & Producer,** Jan 2017
Led a team of four, developed a mobile rhythm runner game with Unity in 72 hours. Designed the game mechanisms and levels, in Global Game Jam 2017.

Cotton Candy　　　　　　　　　　　　　　**Game Designer & Producer,** Oct 2016
Led a team of four, developed a platform rogue-like game with Unity in a 24-hour hackathon. Designed the game mechanisms, systems and levels.

While(1);　　　　　　　　　　　　　　　　**Game Designer & Producer,** Dec 2015
Led a team of four, developed a mobile platform puzzle game with Unity in 6 months. Designed the game mechanisms, systems and levels, wrote the background stories and scripts.