

Zhenyu(Reuben) Zhang

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OBJECTIVE

Seeking a position as a Software Engineer Intern in summer 2016.

EDUCATION

Entertainment Technology Center, Carnegie Mellon University

Master of Entertainment Technology

Pittsburgh, PA

Aug. 2015 — May 2017

Shanghai Jiao Tong University (SJTU)

B.Eng. Software Engineering

Shanghai, China

Sept. 2007 — June 2011

Relative Courses: Data Structure, Algorithms, Computer Networks, Software Engineering, Building Virtual Worlds

SKILLS

Programming Languages: C, C++, C#, Objective-C, Lua, Java

Software: Visual Studio, Eclipse, Xcode, Perforce, SVN, Photoshop

Operating Systems: Mac OS, Linux, Windows

Mobile Development: iOS, Android

Game Development: Unity, OpenGL, Xbox 360, PS Vita, 3DS, Kinect, Oculus Rift, Leap Motion

ACADEMIC PROJECT

Trauma Screening App (Programmer/Producer)

Jan. 2016 — Now

- ◇ Weave survey content into an immersive game experience on mobile platforms (iOS/Android) to screen youth trauma exposure and symptoms in pediatric primary care settings.
- ◇ Create an interactive animated character prototype

Building Virtual Worlds (Programmer/Game Designer)

Sept. 2015 — Dec. 2015

- ◇ Quick prototyping 5 games and interactive experience based on different virtual experience platforms like Kinect, Oculus Rift, Leap Motion, Google Tango and etc.

WORK EXPERIENCE

Gameplay Programmer, Ubisoft Shanghai

Dec. 2010 — May 2015

Horse Haven World Adventures (iOS/Android)

Jan. 2015 — May 2015

- ◇ Implemented two 3D endless running levels

The Bot Squad (iOS/Android)

Apr. 2012 — Jan. 2015

- ◇ Worked with Creative Directors to develop and implement their vision of gameplay features
- ◇ Implemented and optimized pathfinding algorithm within real-time performance and memory budgets
- ◇ Researched platform hardware and extended rendering systems to improve functionality and performance on different iOS/Android devices
- ◇ Developed editor tools and debugging tools for programmers, level designers and artists
- ◇ Researched and implemented platform-specific feature (Localization, In-App Purchase, Social Share and Ads)
- ◇ Mentored junior gameplay engineers
- ◇ Shipped iOS/Android releases

Black Eyed Peas: The Experience (Not Released)

Nov. 2011 — Mar. 2012

- ◇ Improved game UI organization and implemented game menu UI
- ◇ Implemented multi-touch recognition
- ◇ Implemented movie player feature

Michael Jackson: The Experience (3DS/PSV/iOS)

Dec. 2010 — Nov. 2011

- ◇ Implemented finger gesture recognition system
- ◇ Assisted lead programmer to implement dance track tool for future massive production
- ◇ Integrated Flash file into game engine and optimized UI rendering
- ◇ Cooperated with network programmers to implement matchmaking
- ◇ Shipped 3DS/PSV/iOS releases

Meego Developer Intern, Intel Corporation Shanghai Office

May 2010 — Sept. 2010

- ◇ Developed Meego quick startup gadget UI with GTK+
- ◇ Implemented network filtering module with Windows Filtering Platform on Windows 7

AWARDS

Star Employee in *Michael Jackson: The Experience* (Ubisoft)

Apr. 2012