

# Xuhao Du

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## OBJECTIVE

To obtain a full-time software engineer position.

## EDUCATION

**Carnegie Mellon University, Entertainment Technology Center (ETC), Pittsburgh, PA**  
**Master of Entertainment Technology**

May 2020

**University of Science and Technology of China (USTC), Hefei, China**  
**Bachelor of Engineering in Computer Science**

June 2018

**Relevant Coursework:** C Program Design, Data Structures, Foundations of Algorithms, Computer Networks, An Introduction to Database Systems, Operation Systems, Fundamental of Artificial Intelligence, Software Engineering, Computer Organization, Computer Graphics, Computational Methods, Computer Architecture, Building Virtual Worlds, Game Design.

## SKILL

**Languages:** C++, C#, C, Python, Java.

**Spoken Languages:** Mandarin, English, Japanese.

**Applications:** Visual Studio 2017, VS Code, CLion, PyCharm, Dev C++, Eclipse, Unity, Unreal 4, Adobe Premiere, Microsoft Office.

## ACADEMIC PROJECT

**Cybersecurity Competition**, Programmer, ETC, Pittsburgh, PA, Fall 2019

- Collaborated with CMU Software Engineering Institute to build an escape room like game interface.
- Implemented prototypes in Unity for team to polish the design.
- Built code structure to combined cybersecurity challenges and game puzzles.
- Successfully handed the product to the competition and used for streaming.

**Fred Rogers Center**, Programmer, ETC, Pittsburgh, PA, Spring 2019

- Collaborated with designers and artists to make an experience for the Fred Rogers Center.
- Used C# to implement interactions and networking in Unity.
- Completed several prototypes and kept on iterating on programming and design.
- Successfully installed the kiosk with our experience in the Fred Rogers Center.

**Shout App**, Back-end Developer, USTC, Fall 2017 – Spring 2018

- Collaborated with front-end developers and designers.
- Worked on a three-person team to build a location-based chat app on Android.
- Researched the market with the team throughout the project.
- Used Python to implement back-end functions and built a server for analytics and data storage.
- Successfully completed the app and published on Android Market.

## PERSONAL PROJECT

**Global Game Jam**, Programmer, Pittsburgh, PA, January 2019

- Created a novel collaboration PC game in two days within a four-person team.
- Implemented basic mechanisms and interactions in Unity.
- Received strong positive receptions during the showcase session.

## EXPERIENCE

**University of Science and Technology of China**, Fall 2017

Teaching Assistant – C Program Design

- Assisted students with basic C data structures and syntax.
- Prepared test questions for final exam.