Xin Ning

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OBJECTIVE

To obtain an software engineer position in game industry, which can utilize my skill and knowledge in game programming and game design.

EDUCATION

Carnegie Mellon University   Pittsburgh, PA, United States
Master of Entertainment Technology   May 2015
University of Edinburgh   Edinburgh, United Kingdom
Master of Science – Artificial Intelligence. GPA: 3.85/4.0   Aug 2012
University of Bath   Bath, United Kingdom
Bachelor of Science – Computer Science. GPA: 3.70/4.0   Jun 2011

RELATED SKILLS

• Programming Language: C++, C#, Java, Python, SQL
• AI Focus: Flocking Behavior, Pathfinding, Machine Learning
• Application: Unity 3D, 3D Max

RELEVANT COURSES

• **Building Virtual Worlds**, Entertainment Technology Center, CMU.<Youtube>.   Fall 2013
  - Rapid 2-week development of game prototypes with various platforms (Kinect, PS Move, Oculus Rift)
  - Lead Programmer of all rounds and rated as one of the top programmers in the course.
  - Worked with randomly assigned teams of different discipline and diverse backgrounds for five rounds.

EXPERIENCE

Maxis, Electronic Arts   Emeryville, California, US
Gameplay Programmer Internship   Summer 2014
• Implemented core gameplay, pathfinding and enemy AI for a Maxis NDA project.
• Collaborated with team to design, evaluate and improve gameplay features by rapid prototyping.

PROJECTS

Legato (ETC Project)   Pittsburgh, PA. United States
Co-Producer, Designer, Programmer   Spring 2015
• Coordinating the Development for a commercial casual game on console and mobile platform. <Legato>
• Designing and Implementing gameplay mechanic, enemy AI and level editor.
• Integrating the work of the programming team and maintaining the stable build.

Cyclopes (ETC Project)   Pittsburgh, PA. United States
Designer, Lead Programmer   Fall 2014
• Developed an educational Oculus Rift experience with Virtual Reality and Augmented Reality. <Cyclopia>
• Led Virtual Reality experience design, implementation and Augmented Reality hardware construction.

Bunker/Zero (Indie Game Studio)   London, UK
Designer, Programmer   May 2013
• Led and coordinated the development of indie project <Mecha Touhou/Harbour Assault >
• Designed and programmed the game <Mecha Touhou/Harbour Assault> to Alpha version.