

Xuan Zhai

Gameplay Programmer/Software Engineer/Graphics Programmer

2915 Sidney St, Pittsburgh, Pennsylvania PA15203

+1 9454441074 | xuanzhaijames@gmail.com

<https://www.xuanzhaijames.com> | <https://github.com/XuanZhai>

EDUCATION

Carnegie Mellon University, Entertainment Technology Center
Master of Entertainment Technology
Pittsburgh, PA
08/2022-(Expected 05/2024)

Southern Methodist University, Lyle School of Engineering
Bachelor of Science in Computer Science
Dallas, TX
01/2018-05/2022

TECHNICAL SKILLS

C++, C, C#, Python, Java, R, SQL, Java Script, HTML, Swift, WebGL, Linux, Maya, Unity

PROJECTS & ACTIVITIES

Building Virtual Worlds
Programmer, Designer
Pittsburgh, PA
08/2022-Present

- Collaborated on a team of five to create a VR game with Meta Quest 2 in two weeks.
- Collaborated on a team of five to create a VR game with Meta Quest 2 and MRTK2 in two weeks.
- Collaborated on a team of five to create a 2D pixel game with Tobii Eye Tracker 5 in one week.
- Collaborated on a team of five to create a story-based interactive VR game with Meta Quest 2 in two weeks.
- Developed all the games with the Unity Engine.

Virtual Reality MVP
C# Programmer
Dallas, TX
08/2021-05/2022

- Interned with Unbent Inc. as the university senior design project.
- Built and optimized a skills assessments platform based on virtual reality and artificial intelligence that assesses and addresses bias in decision making by gamifying the hiring process.
- Developed the platform with the Unity Engine and held it on Microsoft Azure cloud.
- Developed its backend database in Azure SQL and its backend database API using REST API.

Overwatch Character Select Analyzer
Project Manager and Programmer
Dallas, TX
01/2020-05/2020

- Worked on team of four to create a software application that helps new Overwatch players find what character they should use in matches based on the teammates and enemies' selection.
- Developed the frontend of the application in C++ and QT GUI.
- Developed the character select analysis algorithm in C++.

EXPERIENCE

Southern Methodist University – Lyle School of Engineering
Teaching Assistant
Dallas, TX
01/2020-05/2022

- Worked as a teaching assistant for CS1342 Programming Concept (C++) from 05/2020 to 05/2021.
- Worked as a teaching assistant for CS2341 Data Structure (C++) from 01/2020 to the 05/2022.
- Assisted students that need help with coursework and lab assignment.

SMU Hilltop Motorsports Formula SAE Club
Software Group Founder and Leader
Dallas, TX
03/2019-05/2022

- Created the Software group which collects and configures all the racing data for the formula racing car.
- Created a driving simulator that helps drivers test and be familiar with the racing car virtually in the lab.
- The driving simulator is developed based on Assetto Corsa; it uses Logitech G29 and Meta Quest 2.