Xuhao Du

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OBJECTIVE
To obtain a programmer internship in the game industry for Summer 2019.

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 Graphics and Image Processing, Computer Organization, Computational Methods, Computer Architecture, Building Virtual Worlds.

SKILLS
Languages: C, C#, C++, Java, Python, HTML, SQL, Verilog
Spoken Languages: Mandarin, English, Japanese.
Applications: Visual Studio 2017, VS Code, Dev C++, OMNeT++, PyCharm, IntelliJ, Unity, Oracle, Qt Designer, Eclipse, Adobe Premiere, Microsoft Office.

ACADEMIC PROJECT
Fred Rogers Center, Programmer, ETC, Pittsburgh, PA, Spring 2019
- Collaborated with designer and artist to make a Fred-like experience for Fred Rogers Center.
- Communicated frequently with teammates and clients to make sure we are on the same page.
- Used C# to implement interactions and mechanisms in Unity.
- Built network communication for server end and client end.
- Successfully completed several prototypes and continued to iterate on programming and design.

Building Virtual Worlds, Programmer, ETC, Pittsburgh, PA, Fall 2018
- Successfully implemented projects through prototyping, development and collaboration with artists, sound designers and producers.
- Worked on five-person teams to build entertainment experiences in one to three weeks.
- Maintained strong communication with individuals from diverse backgrounds.
- Used non-traditional input devices to implement games, such as HTC Vive and Meta 2.
- Developed in C# to prototype games and design game mechanics and interactions in Unity.
- Incorporated playtests and feedback for iteration.

PERSONAL PROJECT
Global Game Jam, Programmer, Pittsburgh, PA, January 2019
- Created a novel collaboration PC game in two days with a four-person team.
- Used C# to implement basic mechanisms and interactions in Unity.
- Successfully completed the game with a strong positive reception 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.
- Designed test questions for use in final exam.