

YUCHEN XIE

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316 Fourth Ave, Pittsburgh, PA, 15222

EDUCATION

Graduate : Carnegie Mellon University 08/2021-05/2023 (Estimated)

Major: Entertainment Technology

Relevant Courses: Introduction to Computer Systems; Building Virtual World;

Undergraduate : ShanghaiTech University 09/2016-06/2020

Major: BS in Computer Science; **Minor:** Innovation and Entrepreneurship;

Relevant Courses: Algorithm; Software Engineering; Data Structure; Computer Architecture;

INTERNSHIPS

MoreFun Studio of Tencent 08/2019-09/2019

Intern, Research & Planning Department of Fairy Tail Studio

- Familiarized with game systems and analyzed the cost and benefit of the game
- Wrote the plan for activities and communicated with colleagues about the new system
- Completed the design of the game system by all kinds of excels

Netease Interactive Entertainment (Unreal 4) 06/2020-08/2020

Intern, Game development engineer

- Made a UE4 plugin of transformation of cinematic animation between UE4 and NeoX.
- Programmed the transformation of skeleton animation between NeoX and FBX.

PROJECTS

Snob Bog (Unity), Programmer/Co-producer 01/2022 - 05/2022 (Estimated)

- Extend upon the mobile AR experience built with Unity.
- Replace the previous machine learning inference system with Unity-Barracuda + Yolov3-tiny.
- Add more animation trigger using Unity ARToolKit.

PROFESSIONAL SKILLS

Programming language: C#, C++

Game Tools: Unity, Unreal4

Platforms: Quest2, Hololens2, Vive Trackers, iPhone