Yuqiao Zeng

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PROFILE

- An enthusiastic software engineer.
- Experienced in building 3D virtual worlds with Unity 3D.
- Excellent multi-tasking and time management skills.
- Good at communication skills and team work.
- Interdisciplinary experience in software design and management.

EDUCATION

Carnegie Mellon University, Entertainment Technology Center   **Pittsburgh**
Master of Entertainment Technology   Expected May 2019
Fudan University   **Shanghai, China**
Bachelor of Science in Software Engineering   Jul 2015

WORK EXPERIENCE

Mofu Technology   **Shanghai, China**
Cofounder & Software Engineer   Aug 2016 – Aug 2017
- Focused on the integration of online ticketing system and Alipay / WeChat Pay using Java.
- Gained valuable experience of Alipay / WeChat Pay API integration, team management.

Mayday Works Technology Co., Ltd.   **Shanghai, China**
Software Engineer   Aug 2014 – Aug 2016
- Designed and implemented gameplay functions and character AIs for Star Legend (strategic game).
- Designed and implemented skill systems for Kabaneri of the Iron Fortress (MMORPG).
- Both two games are available in App Store (available in Chinese market).
- Gained experience of C#, Lua, Unity 3D, teamwork and leadership.

NetEase Games (NASDAQ: NTES)   **Hangzhou, China**
Software Engineer Summer Intern   Summer 2014
- Implemented the UI and sound module of TianXia with C++, Python and ActionScript.
- Received a return offer for my excellent performance during internship.

PROJECTS

RUN BUNN RUN
- A mixed reality experience on Hololens that combined elements from reality with the virtual world.
- The player plays in a large-scale space and needs to find clues in really world to solve puzzles in the game.

Hand Gesture Control of Virtual Camera
- Controlled the movement of virtual camera in a 3D scene using C# and leap motion.
- Did researches about auto navigation and auto turning interpolation for 3D games.
- Gained in-depth knowledge and experience of hand gesture control.

To the Light
- Designed and implemented an innovative game with no graphics, which is blind-friendly.
- Used only sound as the feedback in the virtual world.

!Tanks
- Designed and implemented a real-time multiplayer indie tank battle game with Node.JS and C#.
- Gained valuable experience of client-server model and multiplayer game development.

SKILLS

Programming Languages: C++ (Proficient), Java (Proficient), C# (Intermediate), Python (Intermediate).
Game Engine Experience: Unity 3D (More than 4 years).
Related Course: Computer Graphics, Linear Algebra, Introduction to Computer System, Algorithm.
Programming Tools: Perforce, GitHub, SVN, Visual Studio, Mono Develop, Xcode, Eclipse, MySQL.
Platform Experience: Hololens, HTC VIVE, Oculus Rift, Android.
Languages: English (Fluent), Mandarin (Native).