XIAOXIN ZHAO, Programmer

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Objective

To obtain a programming or testing internship position for 2015 summer.

Education

Carnegie Mellon University, Entertainment Technology Center, Pittsburgh, PA   05.2016 (Expected)
Master of Entertainment Technology,
Related courses: *Building Virtual Worlds*

Tongji University, Shanghai, China   06.2014
Bachelor of Engineering, Software Engineering
Related courses: *Computer Graphics, Computer Vision, Human Computer Interaction, Objected-oriented Programming, Data Structure, Software Engineering*

Uppsala University, Uppsala, Sweden   06.2013
Exchange Student, Information Technology

Skills

Programming Language: C, C++, C#, Scala, HTML5, CSS, JavaScript
Software: Unity3D, Perforce, Visual Studio, Eclipse, Photoshop, 3Ds Max
Platforms: Kinect, Oculus Rift, PlayStation Move, Jam-O-Drum

Experience

Autodesk Software (China) Co., Ltd. Shanghai Branch   09.2013 – 03.2014
Software Engineer Intern
- Participated in Integrated Viewing and Translation Service Project, which provides tools and API's to present any design data and prepare it for viewing, searching and other presentations of the data.

Projects

Building Virtual Worlds   08.2014 – 12.2014
Programmer, Entertainment Technology Center, Carnegie Mellon University
- Designed and implemented 3 games in a team of 4 or 5 people within 1 or 2 weeks.
- Took the role of programmer in the team and developed games based on multiple platforms including Kinect, Oculus Rift, PlayStation Move, and Jam-O-Drum.

3D Terrain Editor Based on Flare3D   06.2012 – 01.2013
Programmer, Research Center of Graphics and Image, Tongji University
- Worked on 3D Terrain editor, a tool for game players to design the virtual scene, with which players can add models and other adorning, and modify the altitude and the material of the map.

Media Interaction Based on VVVV and Kinect   06.2012 – 06.2013
Producer/Programmer, Student Innovation Training Program, Tongji University
- Designed and implemented the function of 3D projection mapping based on VVVV (a hybrid graphical/textual programming environment.

3D Bomber Man & Map Editor   10.2012 – 12.2012
Programmer, Game Development, Tongji University
- Implemented a 3D bomber man game and map editor based on OGRE and C#.

Activities

Translation
- **Learn cocos2d Game Development with iOS 5 (Chinese Version)**
  Translator of Chapter 15 & 16, Beijing: Tsinghua University Press, November 2012