

Xiangyu (Shawn) Sun Gameplay & UI/UX Programmer

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Education

Carnegie Mellon University (CMU), Entertainment Technology Center (ETC) - Pittsburgh, PA

- Master of Entertainment Technology **08/2018 – 05/2020**
- *Lead Tech Teaching Assistant for Building Virtual Worlds, Fall 2019*

Shandong University (SDU), School of Software Engineering - Shandong, China

- Bachelor of Software Engineering - GPA:3.79 **09/2014 – 07/2018**

Skills

Programming: C#, Java, C++, Lua, Python, SQL, OpenCV, OpenGL, HTML, Unity 3D, Unreal Engine 4

Tools: Visual Studio, Adobe Photoshop, 3D Studio Max, Linux/Unix, Adobe Premiere, MATLAB

Design: Level Design, Rapid Prototyping, System Design, Paper Prototyping, Documentation

Platforms: HTC Vive, Meta-II, Kinect, Oculus, C.A.V.E., HoloKit, Android, iOS

Version Control: Perforce, GitHub, BitBucket

Experience

HoloKit - Silicon Valley, CA

06/2019 – 08/2019

Software Engineer Intern, Gameplay (C#)

- Worked on a storytelling-based interactive experience on a new MR platform.
- Programmed the interaction logic between different objects.

Netease Game - Hangzhou, China

09/2017 – 05/2018

Software Engineer Intern, UI/UX (Lua)

- Independently constructed all of the UI modules (screen, panel, grid, list, etc.) for the beta version.

Interdisciplinary Research Center (IRC) - Shandong, China

01/2017 – 09/2017

Graduate Research Assistant (C++)

- Researched realistic image composite based on machine learning and successfully published the paper as *Realistic Image Composite with Best-Buddy prior of Natural Image Patches* in IEEE ICIP 2017.

ING Studio, SDU - Shandong, China

12/2016 – 04/2017

Project Leader & Lead Programmer (C#)

- Lead the project team on the VR reconstruction of reality buildings' inner structure.

Academic Projects

Koe (Sims Alexa), Lead Programmer – Electronic Arts

08/2019 – present

- Prototyped a unique audio interactive experience of Sims on Amazon Alexa.
- Worked with the EA Sims team and established the basic framework for the application.

Exodus (SLG), Interactive Programmer - Entertainment Technology Center, CMU

01/2019 – 05/2019

- Independently responsible for all of the gameplay prototypes' development.
- Documented the tech document showing the code structure for the next dev team of this game.

Building Virtual Worlds, Programmer - Entertainment Technology Center, CMU

08/2018 – 12/2018

- Collaborated in a team of five, which includes artist, sound designer and programmer, to create rapid prototypes of entertainment experience on many platforms within one to two weeks.

Personal Projects

May I please go home? (Global Game Jam 2019), Gameplay Programmer

01/2019

- Designed the core gameplay and programmed prototypes, Boss's AI, shaders, level's FSM and BGM in game.

Put Down Your Gun (Game Hackathon), Programmer, Designer

10/2017

- Designed and programmed two different battle stages, enemies' AI mechanism, and character's animations.