

# Xuefan ZHOU

Email: [xuefanz@andrew.cmu.edu](mailto:xuefanz@andrew.cmu.edu) | Mobile phone: 1-(412)-482-0659

## EDUCATION

**Carnegie Mellon University, Entertainment Technology Center (ETC)**  
Master of Entertainment Technology

**Pittsburgh, PA, USA**  
expected in May 2019

**The Hong Kong University of Science and Technology (HKUST)**  
Bachelor of Engineering, Computer Science, First Class Honors

**Hong Kong, China**  
June 2017

**Rensselaer Polytechnic Institute (RPI)**  
Exchange Student

**Troy, NY, USA**  
Spring 2016

**Courses:** Computer Graphics, Game Programming, Advanced Game AI, Computer Music, Digital Image Design, Software Engineering, Algorithms, Computer Organization, Build Virtual World, Visual Story

## SKILLS

C++, C#, Java, Pascal, Swift, Matlab, HTML5, CSS, JavaScript, ChunK, Microsoft Office, Adobe Photoshop, Adobe Illustrator, Unity, Blender, Git, Perforce, OpenGL, Apache POI, Weka, Qt

## EXPERIENCE

**iOS Software Engineer & Designer Intern, Halong Tech, 06/2016 – 07/2016**

**Zhuhai, China**

- Designed and built a news-reading app demo for iOS platform using Swift2.0 on Xcode7
- Collaborated with cross-functional teams and developed new features according to clients' requirements
- Worked as art designer to design icon for applications using Photoshop and Illustrator

**Undergraduate Research Opportunities Program, HKUST, 06/2015 – 08/2015**

**Hong Kong, China**

- Assisted Ph.D. research topic "Spreadsheet Error Detection" as data analyst and tester learning and using Apache POI
- Participated in weekly meetings of the research group to discuss the related papers and possible solutions for the research with the leading professor and Ph.D. students

## ACADEMIC PROJECTS

**Build Virtual Worlds projects, Fall 2017**

**ETC**

- As a programmer, participated in five successfully implemented game projects collaborating and communicating with people from different disciplines such as artists and sound designers
- Designed and programmed for different platforms such as HTC Vive (VR), Oculus Touch (VR), Microsoft HoloLens (AR/MR) and Kinect
- Finished the game projects from design, development and prototype into final production and presentation in less than two weeks

**VR Game Development with Leap Motion, Fall 2016 - Spring 2017**

**HKUST**

- Worked with two other teammates to make an interactive VR music game using Unity with Leap Motion, Google Cardboard and Arduino Board
- Designed the user interface and interaction of the game
- Implemented the game flow and integrated the game logic, game mechanics and hardware input

**Machine Learning for Gameplay AI, Spring 2016**

**RPI**

- Personal research on using Neural Network with Genetic Algorithm, Reinforcement Learning, Supervised Learning to code AIs to play Mario game
- Final presentation on a feasible solution combined rule-based and reinforcement learning to participate online AI contest "*Block Battle*" for Tetris

**Smart Car Design Contest, Fall 2013**

**HKUST**

- Research on making a smart car with breadboard and IC chips to pass a road map with another teammate
- Participated the annual Smart Car Design Contest in school and won the second place