

Zhisheng Xu

Game Developer

www.zhishengxumax.com

412-953-1024

zhishenx@andrew.cmu.edu

Education

Carnegie Mellon University, Pittsburgh PA

Expected graduation: April 2021

Entertainment Technology Center

Master of Entertainment Technology

University of Pittsburgh, Pittsburgh PA

Graduation: December 2018

Bachelor of Computer Science

Mathematics and Computer Science GPA: 3.54

Overall GPA: 3.46

Relevant Course Work:

Mathematics: Discrete Mathematics, Linear Algebra, Calculus I and II, Statistics, and Probability

Computer Science: Game design and implementation, Data structure, System software, Software Quality Assurance, Computer Graphics, High performance System, Software engineering

Technical Skills

Languages: C, C ++, C#, Java, Javascript, Lua, JSON, HTML, Python, CSS

Operating Systems: Windows, iOS, Linux/UNIX

Database: Oracle, SQLAlchemy

Algorithms: A* search and A* path finder, Heap/quick/merge sorting, compressing/decompressing(lv4), heap search, Dijkstra path finding, RSA/Secure Hash, state machine based AI structures, parallel patterns like nD Stencil and Segmentation.

Data Structure: Tree, array, linked list, class, hash table, record, union, state machine, queue

Game Developing Platform: Proficient with Unity3D and Coconut 2D

Program Developing Environments: Microsoft Visual Studio 2017, Xcode, Eclipse, SDL

Computer Softwares: Microsoft Office series, iOS Pages, Numbers, and Keynote, Adobe Photoshop CS6, MATLAB, 3ds Max

Programming and Working Experience

longsgoo Game Company, Shanghai, China

Executive Assistant to Gameplay Manager

July 2016 — August 2016

- Constructed smart repositioning and well timed evasion features for boss AI in Dragon Nest
- Created basic monsters' AI functions like spawning and player targeting system
- Inserted and coded combat performance module which calculates battle logs
- Debugged previous game code versions

EDDA Technology, Inc., Princeton, New Jersey, U.S.A.

Software Engineer Internship

May 2018 — August 2018

- Programed unannounced AR project in HoloLens for precise lesion pin passing using Unity
- Built new UI system based on gaze and tap gestures for extant AR projects
- Installed and crafted developing environment and manual for future AR projects on HoloLens
- Translated and organized clinical reports from English to Chinese