Zhisheng Xu

Gameplay Programmer

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Education

Carnegie Mellon University, Pittsburgh PA   Expected graduation: May 2021
Entertainment Technology Center(ETC)
Master of Entertainment Technology

University of Pittsburgh, Pittsburgh PA   December 2018
Bachelor of Computer Science

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, Algorithm Implementation, Computer Graphics, High Performance System, Software Engineering

Technical Skills

Languages: C, C ++, C#, Java, Javascript, Lua, JSON, HTML, Python, CSS
Game Developing Platform: Proficient with Unity3D and Coconut 2D-X, Unreal 4
Program Developing Environments: Microsoft Visual Studio 2019, Xcode, Eclipse, SDL, OpenGL
Computer Softwares: Microsoft Office series, Audacity, Adobe Photoshop and Premiere, After Effect

Programming and Working Experience

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 (C#)
- 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

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 (C++)
- 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

Academic Game Projects

Next AR with Unreal 4, Programmer, Electronic Arts Silicon Valley   Jan 2020 — May 2020
- Developed a multiplayer passthrough AR experience with customized Unreal 4.21 (C++)
- Engineered the Leap Motion and ZED Camera with HTC Vive to create controller free AR experience
- Programed the gameplay and physics modules to mimic realistic interactions with virtual objects
- Solved the network lagging issues for synchronizing hand gestures among different players

Building Virtual World, Programmer, ETC   August 2019 — December 2019
- Coded multiple game projects for different platforms using Unity3D within two-weeks sprints
- Cooperated with art, design and other disciplines to work together on the iterations of games
- Implemented hardware interfaces among Leap Motion, Magic Leap and Vive VR device
- Managed Scrum development cycles to ensure team deliveries are complete in time