

# Zhisheng Xu

Gameplay Programmer

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## Education

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

Expected graduation: May 2021

### 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

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**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

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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

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

## Academic Game Projects

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### Building Virtual World, Programmer, ETC

August 2019 — December 2019

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

### Game Design and Implementation, Programmer, Pitt

August 2018 — December 2018

- Converted default SDL render pipeline into OpenGL pipeline (C++)
- Programmed the math model for the black hole power-up to drag any playable object into itself
- Engineered the AI for the end level boss and its minions
- Integrated different modules from other programmers into a single game framework