# Xuefan ZHOU

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## EDUCATION

**Carnegie Mellon University, Entertainment Technology Center (ETC)**          **Pittsburgh, PA, USA**
Master of Entertainment Technology                                                                        expected in May 2019

**The Hong Kong University of Science and Technology (HKUST)**          **Hong Kong, China**
Bachelor of Engineering, Computer Science, First Class Honors                                        May 2017

**Rensselaer Polytechnic Institute (RPI)**          **Troy, NY, USA**
Exchange Student                                                                        Spring 2016

**Courses:** Algorithms, Software Engineering, Computer Graphics, Image Processing, Game Programming, Advanced Game AI, Game Design, Building Virtual Worlds, Visual Story, Improvisational Acting

## SKILLS

**Languages:** C++, C#, Java, Pascal, Swift, Matlab, R, SQL
**Tools:** Microsoft Office, Adobe Photoshop, Adobe Illustrator, Unity, Blender, Git, Perforce
**APIs:** OpenGL, Weka, Apache POI, 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 by 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

**Building 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
- Final delivery of two projects in the annual festival to the public including room theming and guest reception

**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