Yicheng Zhu

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EDUCATION

Carnegie Mellon University, PA, USA   May 2026 (*Expected*)
Master of Entertainment Technology
Purdue University, IN, USA   May 2022
B.S In Computer Science   GPA: 3.67/4.00

GAME DEVELOPMENT EXPERIENCE

Lilith Games   Jul 2021 - Aug 2021
Technical Designer Intern   Shanghai, China
- Researched and analyzed technical features in metaverse games and game engines, including ROBLOX, Core, Unreal Engine 4, and Unity. Provided pro/con evaluation and best practices for the project.
- Generated design documents for features in a metaverse game editor, including a collaborative team create system with version control, server-client networking protocols, and Lua API features. Five total documents were submitted, and two had begun development at the end of the internship.

Glamour   2021
https://ldjam.com/events/ludum-dare/48/glamour
- Programmer and producer for this Ludum Dare 48 game jam project.
- Designed and programmed puzzle game logic and cinematics using Unity's timeline system.

ENGINEERING EXPERIENCE

Athelas Inc.   Jan 2024 – July 2024
Software Engineer   Mountain View, CA
- Maintained automated Selenium web scrapers and data ETL processes using Python and Google Cloud.
- Spearheaded a reliability system to prevent faulty code and data from reaching production, including a continuous integration and deployment system, and automated metrics monitoring and alerting systems.
- Wrote system documentation and instructions for non-Engineering internal audiences.

VisionX LLC   April 2023 – Jan 2024
Systems Engineer in AI   Remote
- Engineered and maintained a back-end API with Spring Boot to process machine learning results into a database.
- Hosted and deployed a Django website that allows users to query and filter machine learning output.

Talroo Inc.   May 2022 - Jan 2023
Search Engine Marketing Engineer   Austin, TX
- Improved a data ETL system using Scala, and Apache Spark for machine learning purposes.
- Optimized a multi-head Tensorflow machine learning model to identify high value advertisement bidding targets. Model is able to infer with over 70% accuracy and over 90% recall.
- Developed and deployed a low-latency inference server model on AWS Elastic Load Balancer, capable of processing over 4000 inference requests per second, and responding within 10 milliseconds.
- Set up performance and uptime monitoring for EC2 instances using CloudWatch.

TECHNICAL SKILLS

Python, Java, Scala, C#, MySQL, Apache Spark, React Native, Flask, Tensorflow, NVIDIA Triton, Spring, Project Reactor, Hadoop, AWS (S3, EC2, ELB, CloudWatch), Redis, Azure DevOps, Git, Lua, HTML, JSON, XML, CSV, Linux, Makefile