

ZHAOQI (CHRISTIANA) ZHU

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SKILLS

- Programming Languages: C, C++, python, Java, C#, Javascript, css, MySQL and html
- Additinal Software and platforms: Unity (on PC, PS Move, Oculus, Myo armband and Kinect). Adobe PS, AE, AU and PR.
- Languages: Chinese, English, Japanese (JLPT N2)

EDUCATION

CARNEGIE MELLON UNIVERSITY

Master in Entertainment Technology, Entertainment Technology Center

Pittsburgh, PA, USA
Aug. 2015 – May. 2017

TSINGHUA UNIVERSITY

B. E. in Computer Science & Technology

Beijing, CN
Aug. 2011 – Jul. 2015

Related courses: Fundamentals of Programming, Foundation of Object-Oriented Programming, Data Structure, Introduction to Artificial Intelligence, Fundamentals of Computer Graphics, Java Program Design and Training, Software Engineering, Theory of Computer Network, Principles and Techniques of Compilers

ACADAMIC PROJECTS

BVW (Building Virtual Worlds) Projects *Carnegie Mellon University*

- Mission Apophis** Nov. 2015
•A space game project simulating space walk and saving the earth from asteroid impact. Acted as sound designer and trailer video maker. Selected to be a part of the BVW festival.
gesture on Myo armband using Unity3D. Acted as Technology lead of the team.
- Hare V.S. Tortoise Season II** Nov. 2015
•A story-telling game project based on running action detected by makey-makey using Unity3D. Acted as Technology lead of the team.
- Wake up! Tommy!** Oct. 2015
•An action game project based on arm and hand
- Escape** Sep. 2015
•An action game project based on body gesture on Kinect using Unity3D. Acted as programmer.
- Spider Roll** Sep. 2015
•A game project using a roll of toilet paper as prop on Oculus and PS Move platform using Unity3D. Acted as Technology lead of the team.
- The Clue** Sep. 2015
•A horror game project on PC using Unity3D.
- Web Page – Android APP communicating program** Aug.2013
Project of Java programing course, Tsinghua University
•A interact program between web server and android app using Java, JavaScript and MySQL. Transfer messages and pictures and store or read data into database.

PROJECT EXPERIENCE

Software Center of SINOPEC Petroleum Exploration and Production Research Institute

Intern Programmer

Apr.2014 – Nov.2014

•UI design for the software Petrov. Make changes based on customer feedback. Using wxwidgets, windows API and windows GDI. C++ based.

Extraction and Retrieval System of English News Quotations

Mar. 2013 – Dec.2013

Natural Language Processing Group, Artificial Intelligence Laboratory, Tsinghua University

•Enabled retrieval system for extracted quotations of web-news from news portals, providing inquiry system based on customers' interests. Used the quotation-related tf-idf valuation computation in the search function of the system. Java, HTML, javascript based.

PERSONAL INTERESTS

- Horror Games • Board Games • Electric Guitar • Lolita Style • Game Design