

# Zhisheng Xu

Gameplay Programmer

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## Education

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

May 2021

### Master of Entertainment Technology

University of Pittsburgh, Pittsburgh PA

December 2018

### Bachelor of Computer Science

## Relevant Course:

**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 Unreal 4, Coconut 2D-X, Maya

**Integrated Development Environments:** Microsoft Visual Studio 2019, Xcode, Eclipse

**Computer Softwares:** Microsoft Office series, Audacity, Adobe Photoshop and Premiere, After Effect

## Programming and Working Experience

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*Epic Games Inc., Cary, North Carolina, U.S.A.*

### Engine Engineer Internship

June 2020 — Aug 2020

- Constructed the name enforcement system for the new Virtual Camera plugin in Unreal Engine 5
- Retrofitted the Composure system to increase its C++ exposure level to the Blueprints
- Added a new feature that enables the engine viewport to lock onto selected cameras within an actor
- Documented the new Virtual Camera plugin for the Epic Games internal usage

*EDDA Technology Inc., Princeton, New Jersey, U.S.A.*

### Software Engineer Internship

May 2018 — Aug 2018

- Programed unannounced AR projects in HoloLens for precise lesion pin passing using Unity3D (C#)
- Built new UI systems based on gaze and tap gestures for extant AR projects
- Installed and crafted developing environment and manual for future AR projects on HoloLens
- Created a dynamic system that generates different surgical scenarios with randomized parameters

## Game Projects

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**Transformational demining game, Tech Lead, HCI Department of CMU** Feb 2021 — May 2021

- Coded a multiplayer demining game that explored a new future for demining solutions with Unreal 4
- Worked on the responsiveness of the game UI and its communication with the dedicated server
- Configured the network model that regulated the data synchronizations among clients
- Planned the team's work schedule based on priorities and coordinated clients' needs with the team

**Multiplayer Passthrough AR, Engineer, Electronic Arts Inc.**

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 a 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