

# Zhisheng Xu

www.zhishengxumax.com | 412-953-1024 | max24217@gmail.com

## 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

## 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, Motion Builder

**Integrated Development Environments:** Microsoft Visual Studio 2022, Xcode, Eclipse

## Programming and Working Experience

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*Electronic Arts Inc.*, Orlando, Florida, U.S.A.

### Software Engineer - Frostbite Animation

July 2021 — May 2023

- Worked on the animation editor within the Frostbite engine to support game teams
- Automated features to export engine animation data into FBX/EA3 files for the Madden team
- Architected runtime unit tests in the Google test framework and converted legacy tests into Google test
- Optimized the game-level cooking cache's size by 90% using cache pooling to eliminate duplicate data

*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

*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 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
- Engineered the responsiveness of the game UI and its communication with the dedicated server
- Configured the network model that regulated the data synchronizations among clients

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

Jan 2020 — May 2020

- Developed a multiplayer passthrough AR experience with customized Unreal 4.21 (C++)
- Implemented the gameplay and physics modules to mimic realistic interactions with virtual objects
- Solved the network lagging issues for synchronizing hand gestures among different players