Honghao Chen

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EDUCATION

The Chinese University of Hong Kong, Shenzhen

Bachelor of Engineering in Computer Engineering   09/2019 – 07/2023

- GPA: 3.76/4.0 (Ranked 4th of 103 students in class)
- Academic Performance Scholarship – Class C (2021)
- Undergraduate Research Awards (2021)
- Dean's List (2020, 2021)
- Core Courses: Data Structures, Computer Architecture, Operating System, Video Games Design and Development, Optimization, Discrete Mathematics, etc.

PROJECTS

CUHKSZ Metaverse   10/2020 – Present

Human-Cloud Systems Laboratory, CUHK-Shenzhen | Shenzhen, China

- Working as a developer and research assistant at Human-Cloud Systems Lab, CUHK-Shenzhen
- Taking part in *CUHKSZ Metaverse* project, which is mainly developed with Unity (This project is still in progress)
- Developed an in-game model editor, with which users can create their own user-generated content (UGC) in the metaverse system
- Responsible for the blockchain-related work of this project, including deploying the FISCO-BCOS blockchain platform to Linux server, designing and implementing smart contracts, as well as coordinating the interfaces between servers and smart contracts
- Implemented the in-game chatting system of this project
- Taking part in the 3D modeling work for the university campus using Blender
- Cooperating with a development team of over ten members

Game Development: *One Door Away*   11/2021 – 12/2021

The Chinese University of Hong Kong, Shenzhen | Shenzhen, China

- Developed a 2D puzzle game, *One Door Away*, using Unity, with other two members
- Responsible for the implementation of portal mechanism (one of the core mechanisms of this game), part of the props, part of the levels, game UI, progress saving, etc.
- This project is open source in GitHub: https://github.com/Timothy-197/OneDoorAway

Game Development: *Enclosure*   08/2020 – 10/2020

The Chinese University of Hong Kong, Shenzhen | Shenzhen, China

- Accomplished a multiplayer strategy game demo, *Enclosure*, using Unity, with other three members
- Responsible for the player networking part of this project
- This project is open source in GitHub: https://enclosure-developer.github.io/

SKILLS

Programming Languages: C++, C#, Python, Solidity

Development Tools: Unity, Blender, Git

陈泓昊

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教育经历

香港中文大学（深圳）　　计算机工程　　本科 　　　　　　　　　　　　　　09/2019 – 07/2023

- GPA: 3.76/4.0（本专业 103 名学生中排名第 4 位）
- 学业奖学金 C 等 (Academic Performance Scholarship) (2021)
- 本科生科研奖学金 (Undergraduate Research Awards) (2021)
- 理工学院院长嘉许名单 (Dean's List) (2020, 2021)
- 核心课程：数据结构、计算机体系结构、操作系统、游戏设计与开发、最优化、离散数学等

项目经历

CUHKSZ Metaverse 　　　　　　　　　　　　　　　　　　　　　　　　　10/2020 – 至今

香港中文大学（深圳）人云系统实验室 | 中国深圳

- 在学校人云系统实验室中担任研究助理一职
- 参与实验室基于 Unity 引擎的 CUHKSZ Metaverse 项目开发（此项目仍在开发过程中）
- 实现游戏内模型编辑器，允许玩家创造自己的 3D 模型（UGC）
- 负责项目中"区块链"相关工作，包括部署 FISCO BCOS 区块链底层至 Linux 服务器、设计并编写智能合约、及协调服务器与智能合约交互接口
- 搭建游戏内玩家聊天系统
- 使用 Blender 负责部分校园楼房、景观的 3D 建模
- 与超过十人的开发团队共同协作开发

游戏 Demo 开发: *One Door Away* 　　　　　　　　　　　　　　　　　11/2021 – 12/2021

香港中文大学（深圳）| 中国深圳

- 与其他 2 名组员共同完成了一款 2D 解谜游戏 Demo —— *One Door Away*
- 使用 Unity 引擎实现游戏中传送门（此游戏核心机制之一）、部分道具、关卡搭建、游戏 UI、存档等功能（项目仓库: https://github.com/Timothy-197/OneDoorAway）

游戏 Demo 开发: *Enclosure (方块の占领者)* 　　　　　　　　　　　　　08/2020 – 10/2020

香港中文大学（深圳）| 中国深圳

- 使用 Unity 与其他 3 名组员历时 2 周共同完成了一款多人策略游戏 Demo —— *Enclosure (方块の占领者)*
- 负责多玩家局域网联机功能的实现（项目主页: https://enclosure-developer.github.io/）

开发技能

编程语言: C++, C#, Python, Solidity

开发工具: Unity, Blender, Git