

# CHENXING ALEX OUYANG

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## EDUCATION

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**University of California – San Diego** (GPA: 3.5)

2014-2018

Computer Science, Jacobs School of Engineering

**CSE 11** – Introduction to Java, **CSE 12** – Data Structures & Objective Oriented Design, **CSE 15L** – Unix Lab, **CSE 20** – Discrete Mathematics, **Math 109** – Mathematics Reasoning, **Math 102** – Applied Linear Algebra

## SKILLS

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Java, Javascript, Ruby, Python, C, C#, Bash, Unix, HTML, CSS, Unity3D, Cocos2D, Blender(3D modeling), Photoshop, Gimp, Arduino.

## PERSONAL PROJECTS

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### Lead Developer – Powerful Poptart (PC/Mobile Puzzle Platform Game)

January 2015 – present

- Led all aspects of programming and level design for the platformer Powerful Poptart using Unity3D and C#.
- Overseeing product management and managed project meet up schedules and deadlines.
- Designed and implemented in game puzzle, game physics, player power up system, storage system, particle effects, enemy AI, animation for scene transition and boss fights, as well as the touch controls for mobile devices.
- Integrated game assets, game engine editor plugins, and animations into the game.
- Development blog: <http://nxtlvlgames.tumblr.com/>

### Lead Developer – Insatiable Spider (Android Game)

January 2015 – June 2015

- Created android game Insatiable Spider using Gimp, Unity3D and C#.
- Designed and implemented minimalistic user interface and the entire game play mechanisms including enemy AI, player touch controls, and game scoring system.
- Source Code: <https://github.com/AlexOuyang/Insatiable-Spider>

### Lead Developer – Into The Light (Web Game)

April 2015 – March 2015

- Created web game Into The Light using Photoshop, Unity3D and Javascript.
- Implemented reverse gravity physics and teleportation mechanisms which allows players to teleport while retaining velocity.
- Play my game on Itch.io: <http://nxtlvl.itch.io/into-the-light>

### Personal Website

June 2015 – June 2015

- My personal website, where I post my projects, resume and work experiences.
- Designed and created using Javascript, jQuery, AngularJS, HTML, SASS and CSS on UCSD's web server.
- Source code: <https://github.com/AlexOuyang/PersonalWebsite>

### Gestured Controlled Canvas Animation

October 2014 – October 2014

- Gestured controlled minimalistic canvas animation implemented using LeapMotion motion controller and Javascript.
- Source code: <https://github.com/AlexOuyang/Canvas-Animation>

### Web Design Projects

December 2013 – Present

- Front end web development projects designed and created using HTML, CSS and Javascript.
- CodePen profile: <http://codepen.io/AlexO/>

### Quadcopter

June 2015 – Present

- The purpose of this project is to create a systems and algorithms necessary to allow a quadcopter to autonomously locate and land on a station target using C and Arduino Uno micro-controller. (In progress)
- Assembled and mounted the motors, gyroscopes, ESCs, and Arduino to the quadcopter frame.

## EMPLOYMENT

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### Web/Mobile Developer at MorningSignOut (<http://morningsignout.com>)

January 2015 – June 2015

- Designed test procedures, performed functional testings on code, documented source code and fixed bugs.
- Helped the webmaster to maintain the development and the structure of the MorningSignOut website.
- Worked with the lead programmer to design the core components and architecture of MorningSignOut android app.