Hanxuan Zhang

404-490-5630 hzhang958@gatech.edu

Education

Georgia Institute of Technology   **August 2024 - May 2026**
Master of Science in Computer Science   *Atlanta, GA*

University of Illinois Urbana-Champaign   **August 2019 - December 2022**
Bachelor of Science in Computer Science; GPA 3.94/4.0   *Urbana-Champaign, IL*

Technical Skills

Programming Languages: Python, C/C++, C#, Bash, Java, SQL
Development Tools: VS Code, AWS, Unity, Github
Technologies/Frameworks: Linux, FastAPI, MongoDB, .NET, Kubernetes, Docker, Redis, MySQL, Django
Languages: English (Fluent), Chinese (Fluent)

Experience

Tripo   **August 2023 - August 2024**
Software Engineer
Tripo is a Pre-Series A startup focused on 3D generative AI technology.

- Deployed AI models in a **Kubernetes** cluster as scalable microservices with **FastAPI**, and implemented automated deployment with **Bash** scripts for efficient and reliable delivery.
- Developed a task management **microservice** within a **Kubernetes** cluster, including features such as AI pipeline assignment, task priority differentiation, traffic monitoring, and status notifications.
- Created an auto-scaling system to adjust AI model nodes in a **Kubernetes** cluster based on traffic patterns, optimizing GPU usage during peak and off-peak periods.
- Designed a rapid model update and rollback system with a UI for version submissions and configuration updates, accelerating development and deployment processes.
- Implemented multiple **OpenAPI** standard **microservices** using **Python** and **FastAPI**, including features for user authentication, billing, and 3D model editing.
- Built a Discord-based 3D model AI generation service, providing a streamlined access point for users.

DreamIn   **December 2022 - July 2023**
Co-Founder & Software Engineer
DreamIn is a seed round startup focused on AI game editors.

- Led a team in developing an AI-powered game editor using **Unity** and **.NET**, enabling players to create games with templates and generative AI.
- Implemented 30+ **RESTful** APIs with **Python** and **Django**, utilizing AWS **ECS** and **CloudFront** for scalable server management, facilitating game access and sharing for over 3,000 players.
- Deployed multiple AI models on AWS **EC2** and provided **RESTful** APIs for generating game characters and levels.
- Designed a cloud-based database using AWS **RDS**, **DocumentDB** and, **S3** for storing user and game data.
- Integrated multiple data recording points and collected key metrics using **MySql**, providing insights for product iteration.

Hero Games   **May 2021 - August 2021**
Software Engineer Intern

- Developed an internal tool by modifying the **UE4** rendering pipeline to identify underexposed and overexposed areas in game scenes, optimizing the game scene development workflow.
- Developed a **C++** tool for auto generation of skin material textures, allowing configuration of variables such as skin color and roughness, enhancing the efficiency of art asset production.
- Authored technical documentation on computer graphics to help artists understand the capabilities of the game engine.

Honors / Interests

Honors: 2nd 2022 Brown Venture Prize
Interests: AI, Startup, Ultimate Frisbee, Photography