

Xu Zhang

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Education

University of Pennsylvania (UPenn)

M.S.E. in Computer Graphic and Game Technology (CGGT)

May 2023
Philadelphia, PA

- Cumulative GPA: 3.77/4.0

Rensselaer Polytechnic Institute (RPI)

B.S. in Computer System Engineering (CSE) & Computer Science (CS)

May 2020
Troy, NY

- Cumulative GPA: 3.79/4.0 | Dean's List
- Alpha Chi Rho Fraternity Sports Chair: Events Organization and Budget Management

Work Experience

Game Product Manager Intern

Apr. 2021 - Aug. 2021
Beijing, China

ByteDance, Mango Poker HTML5 Game

- Analyzed HTML5 game data of 1 million users of the ByteDance Platform.
- Provided analyses on competitive products on a weekly basis.
- Designed a customer survey to help the team understand TikTok users' demands.
- Collaborated with programmers and artists to iterate on new and old features.
- Designed 9 commercialization features and enhanced 9 old features. One of the commercialization features provided 14% of the income on the TikTok platform, with a CTR of 15% and an ARPU of 0.3 increments.

Backend Developer Intern

Jun. 2018 - Aug. 2018
Beijing, China

Qihoo 360, P2P Financial Department of

- Deployed server environment with Alibaba Cloud. Configured the development environment and built websites with Laravel framework.

Projects

Game Level Designer

Sep. 2021 - Dec. 2021
Philadelphia, PA

Hohohot | Minigame – Tencent Game Morefun Studios.

- Produced GDD for a 3D online multiplayer party game prototype, including gameplay, characters, maps, and skills. Worked closely with programmers and artists in the team to test and iterate the game.

SQL Programmer

Apr. 2020 - May 2020
Troy, NY

Pokémon Database | Group Project

- Analyzed the data of Pokémon and provided users with a Strategy Guide. Used Python and SQL to conduct data collection, database design & initialization, and GUI design in the terminal.

Research Team Leader

Jan. 2019 - May 2019
Troy, NY

Gesture Recognition | Cognitive and Immersive System Lab (CISL) — IBM Sponsored

- Led a team of four and assigned tasks to members. Collaborated with PhDs to manage research progress.
- Designed and trained sets of recognizable gestures by the camera, supporting other machine teaching projects in the same lab.
- Conducted the entire process to create a new gesture from demand analysis to model adjustment. Achieved final model with an accuracy of 70%, a precision of 60%, and a recall of 60%.

Skills

- Coding: Python, SQL, C++, C, C#, Java, Pytorch, OpenGL
- Software: Unity, Maya, XMind, Axure RP, Github, MagicaVoxel, MotionBuilder, Houdini, MS Office
- Knowledge: Engineering Entrepreneurship, Databases, Game Development, Data Structures, Algorithms, Computer Graphics, 3D Modeling, Deep Learning.