Xingyu Chen

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EDUCATION

Bachelor of Computer Science

2022 University at Buffalo, The State University of New York

SKILLS

- Languages: C, C++, **C#**, Html, Python, Java.
- Databases: MySQL, MS-ACCESS.
- Video Game Developing & 3D: **Unity Engine**, Unreal Engine, OpenGL.
- Operating Systems: Windows 98/XP/7/8/10, Linux, MacOS
- Over 5 years of programming experience.
- Fluent in Mandarin.

JOBS EXPERIENCE

MSOI. **iOS Developer**   **April 2018 – August 2018 CHINA**

Develop iOS app for OI-Wiki, a Web project which is an Arithmetic encyclopedia for Olympiad in Informatics and ACM International Collegiate Programming Contest.

THICOS studio **Chief Programmer**   **2014 – 2018 CHINA**

Video games development using C# and Unity Engine.

Desktop applications development using WPF and Winform.

Design Compilers using C/C++/C#/Assembly.

Develop 3D renderers using C#.

YunLingGe Studio **Technical Adviser**   **March 2017 – October 2017 CHINA**

Provide advice on computer graphics and game development.

PROJECTS

Steam Multiplayer for Unity.

A multiplayer networking framework based on Steam P2P services for Unity engine.

ALight

An offline path tracing 3D renderer.

Project Orange

A script language compiler which compiles bytecode for JVM.

Spark Dimension

A 3D sandbox video game released on Steam.