Chengxi Huang

Email : ch4686@nyu.edu
Mobile : (929) 606 2810
Address : 343 Gold St, #3104, Brooklyn, New York, United State

EDUCATION

NEW YORK UNIVERSITY   New York, USA
Master of Computer Engineering (expected Aug 2025)   *Sep 2023 – Present*
- With 7000$ scholarship per year

THE HONG KONG POLYTECHNIC UNIVERSITY   Hong Kong, China
Bachelor of Science in Internet and Multimedia Technology   *Aug 2019 – May 2023*
- GPA: 3.6/4.3 (Top 5% of class)
- First Class Honor
- Relevant Courses: Object-Oriented Design and Programming (A+), Computer Game Development Project (A), Computer Game Development (A-), Fundamental of Internet and Multimedia Technology (A+)

INTERNSHIP

BEIJING JOY CASTLE TECHNOLOGY   Beijing, China
Game Operator   *Jun – Aug 2022*
- Maintained game resources (UI, scenes, characters, actions, etc.) as well as some design and resource allocation work
- Communicated with art and programming teams to ensure functional implementation and work is carried out; provided continuous constructive or innovative suggestions for product operation
- Game system maintenance; Client bug reporting and handling

PROJECT EXPERIENCE

Game Projects:
- Unity 2D game- Genki Knights: Dungeon Mission, video demo 2D Game Demo.mp4
- Unity 3D mobile game (on iOS)- Illusion Trap, video demo 3D game Demo.mp4
- Unity 3D mini game- video demo: Mini Game Demo.mp4
- 3D world editor based on Unreal Engine 5: fypCreator.mp4

Web Development
- Online Shopping Website (Web Development), Developed an online shopping website with web technologies: HTML, CSS, JavaScript, introduction and demo link: Web.zip

iOS App Development,
- Imitate the iPhone's built-in functional interface for mobile calculator development
- video demo: Calculator Demo.MP4

RESEARCH AND ACHIEVEMENT

The Application of Virtual Reality in Games
- Learn about the application of Metaverse by joining NYU Prof.Jean-Claude Franchitti's VR project
- Paper *"Metaverse: Opportunity, Challenge and Technology"* accepted in SSHA 2023 conference
- Paper Link: https://www.atlantis-press.com/proceedings/ssha-23/125988798

Walking into Successful Aging: Design of a Smart Walking Aid
- Using AI and IOT to design intelligent walking aids for the elderly
- Responsible for Arduino function design and programming
- Co-Author of publish paper in AHFE 2023 and CHI 2024 Conference

SKILL

Programming skills: C++, java, C#, Python, HTML, CSS, JavaScript, Swift
3D modeling and Design: Blender, 3ds Max, Unity3D, Unreal Engine 5
Have a good understanding of algorithms and data structures
Have a deep understanding of Metaverse, related technology (AI, blockchain, MR, etc.)
Have teamwork experience and willing to communicate with others