

Wenxuan Zhu

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Educational Backgrounds

- Wuhan University of Technology *Sept. 2012 – June 2016*
 - Major in Software Engineering
 - Overall GPA: 82.7/100, Junior year: 85.9/100
- North Carolina State University *Aug. 2016 – Present*
 - Master of Computer Science
 - Overall GPA: 3.47/4.0, Courses Taken: Social Computing; Artificial Intelligence I; Automata, Languages and Computability Theory; Building Game AI; Advanced Distributed System

Selected Projects

- Sentiment Analysis and Prediction to News *Sept. 2016 – Dec. 2016*
Team Member
 - Purposed simple system for prediction of reaction to news, developed sentiment polarity classifier based on a paper
- Machine Management System for Industrial Workshop *Dec. 2015 – Jan. 2016*
Team Member, supervised by Prof. Chengqian Ma
 - Developed Android app for the system in a development group
 - Prepare short lecture and materials to teach Android development to students on our team
- **Nano Trip: A Soft-body Physics Game** *July 2015 – May 2016*
Project Leader
 - Designed the gameplay, independently developed the game using game engine, Cocos2d-X, and physics engine, Box2D
 - Simulates soft body in rigid body physics engine, designed generative terrain
- A 2D shooter game on Nu-LB-NUC140 Learning Board *Nov. 2014 – Jan. 2015*
 - Read reference manuals, designed and implemented drivers for LCD, 3*3 Key Matrix and other peripherals using provided Board Support Package(BSP) library
- **Study on Image Stitching** *Mar. 2014 – Sept. 2014*
Group Member
 - Our group studied textbooks, read papers, held weekly group meetings and produced a program that stitches images
 - Implemented image registration and stitching algorithms using the OpenCV library
- An Interactive Text Adventure Game *Dec. 2012 – Mar. 2013*
 - Independently developed the game based on research of similar games

Internship/Work Experiences

- Intern, Android Developer, Cocos Developer, 1-xing Co., Ltd. *Oct. 2014 – July 2016*
 - Lead a game project, Nano Trip; Team member of several game and other projects

Skills and Techniques

- *Programming Languages:* Java, C++, C, JavaScript, Python, Scheme, Coq
- *Frameworks/Tools Experiences:* Cocos2d-X, Cocos2d-JS, Android, OpenCV, L^AT_EX, NLTK, Unity
- *Operating Systems:* OS X, Windows, Ubuntu

Awards and Honors

- Merit Student of School of Computer Science and Technology *2014 – 2015*
- Nano Trip: 2nd Prize of Meizu Flyme Android App Design Contest for college students(National) *Oct. 2015*
Awarded by Meizu Technology Co., Ltd.
- 1st Prize of Central China Division in Oracle Cup National Java Programming Contest(Provincial, 10%) *2015*
Awarded by Association of Fundamental Computing Education in Chinese Universities