Wenxuan Zhu

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Educational Backgrounds

- Wuhan University of Technology *Sept. 2012 – Present*
  - Major in Software Engineering
  - Overall GPA: 82.7/100, Junior year: 85.9/100

Selected Projects

- Machine Management System for Industrial Workshop *Dec. 2015 – Present*
  Team Member, supervised by Prof. Chengqian Ma
  - Developing Android app for the system in a development group
  - Prepare short lectures and materials to teach Android development to students on our team
- Database Design of Shanghai Housing Provident Fund Deposit Management System *June 2015*
  - Read official documents, investigated existing systems by reading manuals, analyzed the requirements and designed relational database based on Entity-Relationship(E-R) model
- **Nano Trip: A Soft-body Physics Game** *July 2015 – Present*
  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 terrain and algorithm that generates random 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
  - Implemented the double-buffering technique to counteract with flickering
- **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

- Cocos Developer, 1-xing Co., Ltd. *June 2015 – Present*
  - Participated in a game project, Crazy Bounce, and developed the part involving physics engine
  - Leading a game project, Nano Trip
- Intern, Android Developer, 1-xing Co., Ltd. *Oct. 2014 – June 2015*
  - Developed the model in Mode-View-Presenter pattern of an Android location-based game, including game logic
  - Developed new features in a parkour game, like coins, rocket-riding and things

Skills and Techniques

- *Programming Languages:* Java, C++, C, JavaScript, Python, Scheme, Ruby, Objective-C
- *Frameworks/Tools Experiences:* Cocos2d-X, Cocos2d-JS, Android, OpenCV, LaTeX, Hadoop, Rails, iOS
- *Operating Systems:* OS X, Windows, Lubuntu

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