

Henry Zhangxiao

COMPUTER SCIENCE · HONOURS, GAME DEVELOPMENT STREAM · CARLETON UNIVERSITY

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Skills

Languages Technologies

Python, Java, C, C++, JavaScript, HTML/CSS
macOS, Linux/Ubuntu, Git, GDB, GCC, OpenGL, CMake, Makefile, OpenStack, Trello

Projects

Quests of the Round Table

Carleton University

[HTTPS://GITHUB.COM/HENRYZHANGXIAO/QUESTS-OF-THE-ROUND-TABLE](https://github.com/HenryZhangxiao/Quests-of-the-Round-Table)

Apr 2022

- A multiplayer card game coded in **Java** with the use of **Java Networking** and **JavaFX**
- Developed using the **Gang of Four** design patterns for regulation of **code maintenance**, **code abstraction**, and **object interaction**
- Used **Apache Maven** and **Git** to ensure version control while working in an **agile** and **model-driven environment**

Yume

Carleton University

[HTTPS://GITHUB.COM/HENRYZHANGXIAO/YUME](https://github.com/HenryZhangxiao/Yume)

Apr 2022

- A **2D real-time** game written in **C++** using **OpenGL**, **OpenAL**, **SOIL**, **ALUT**, **GLEW**, **GLFW**, and the **GLM** libraries
- **Physical**, **parametric**, and **hierarchical movement** all handled through **matrix transformations**
- Graphics are drawn using **vertex shaders** and **fragment shaders** using **GLSL**

Music Center Simulator

Carleton University

[HTTPS://GITHUB.COM/HENRYZHANGXIAO/TUNESHARE](https://github.com/HenryZhangxiao/TuneShare)

Mar 2021

- Created a music center simulator using **C** while using **structs**, **pointers** and **dynamic memory allocation**
- Users are able to connect, update, and display their stats using **pointer arrays** and **double pointers**

Experience

Loblaws Companies Limited

Ottawa, Canada

BAKERY CLERK

Sep 2019 - Present

- Worked closely with colleagues in order to ensure the store's success by demonstrating teamwork and group cooperation resulting in a positive environment for colleagues and customers alike
- Delivered quick and polite service for customers resulting in customer satisfaction as well as increased company profits through efficient work habits

Education

Carleton University

Ottawa, Canada

COMPUTER SCIENCE B.C.S. HONOURS: GAME DEVELOPMENT STREAM

Sep 2019 - Present

Relevant Courses: Introduction to Systems Programming, Abstract Data Types and Algorithms, Introduction to Software Engineering, Operating Systems, Database Management Systems, Design and Analysis of Algorithms, Fundamentals of Web Applications, Object-Oriented Software Engineering, Programming Paradigms

Awards

2019 Academic Silver Medal
2019 Ontario Scholar
2019 Honour Society Award
2019 Art Certificate Program

Earl of March SS
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Availability

Available for up to 4 months beginning Sep 2023