ZIBO YE

Entertainment Technology Center
Carnegie Mellon University, Pittsburgh, PA
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EDUCATION

Peking University   Beijing, China
BS in Computer Science   Sept 2016 – June 2020

- GPA: 3.6/4.0; admitted on basis of performance on national college admissions exam (35/169100, top 0.02%)
- Selected awards: Freshman Scholarship (top 15%, awarded to those with outstanding national college admissions exam performance)
- Highlighted Courses:
    - A General Introduction to Electronic Games: 89/100
    - Computer Generated Imagery and Visual Effects: 94.5/100
    - Computer Graphics: 87/100

Carnegie Mellon University   Pittsburgh, PA
Master of Entertainment Technology   Sept 2021 – Present

- Unique Curriculum Arrangement

RESEARCH EXPERIENCE

Center on Frontiers of Computing Studies, Computer Science Dept., PKU   Beijing, China
Research Intern to Professor Baoquan Chen, Executive Director   Nov 2019 – Present

- Participation in weekly seminar & group discussion on Computer Graphics
- Undergraduate Graduation Project on surveying Ray Tracing Technique in Game Production

Laboratory for Affective Intelligent Robotics, Computer Science Dept., PKU   Beijing, China
Research Intern to Professor Tao Wang   May 2018 – Oct 2019

- Participated in weekly seminars on Computer Vision and Deep Learning
- Gave several reports on specific topics, such as tutorial of shell coding, surveys on Pose Estimation and Meta-Learning to lab teammates
- Finished the Undergraduate Research Intern Project "Multi-scale Real-time Pose Estimation in webcam"

WORK/PROJECT EXPERIENCE

Thunder Fire Studio, Netease Corp.   Hangzhou, China
Game Engine Intern   July 2019 – Aug 2019
Game Engine Programmer   July 2020 – July 2021

- Implemented new features in the custom Ark game engine, including:
    - Fuzzy Search, AutoSave and File History in Effect Editor, Model Editor, boosting artists' productivity.
    - A new model particle effect system and a sub-effect system in effect system, expanding the possibility of particle effects, helping GFX artists to create special effects in games.
- Wrote many HLSL shaders for artists to use.
- Implemented massive GPU-based fluid simulation in game.

ADDITIONAL INFORMATION

Computer and Language Skills

- Programming Language: Proficient in C, C++, and HLSL, Competent in Python, C# and Lua
- Knowledge in Game Engine Architecture, Computer Graphics, and Unity Engine Game Development
- TOEFL: 107 (Best Score), GRE: 322+3.0

Additional Professional and Extracurricular Experiences

- Team Leader of Peking University's "Back to High School" Undergraduate Enrollment Propagation
- President of Student Union of Zhenhai High School

Interests

- Enjoy playing and studying all kinds of games: Indie games & triple-A titles
- Sports: Swimming, Archery, and Tennis