

YUCHEN XIE

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316 Fourth Ave, Pittsburgh, PA, 15222

EDUCATION

Graduate : Carnegie Mellon University

08/2021-05/2023 (Estimated)

Major: Entertainment Technology

Relevant Courses: Introduction to Computer Systems; Building Virtual World;

Undergraduate : ShanghaiTech University

09/2016-06/2020

Major: BS in Computer Science; **Minor:** Innovation and Entrepreneurship;

Relevant Courses: Algorithm; Software Engineering; Data Structure; Computer Architecture;

INTERNSHIPS

MoreFun Studio of Tencent

08/2019-09/2019

Intern, Research & Planning Department of Fairy Tail Studio

- Familiarized with game systems and analyzed the cost and benefit of the game
- Wrote the plan for activities and communicated with colleagues about the new system
- Completed the design of the game system by all kinds of excels

Netease Interactive Entertainment (Unreal 4, C++)

06/2020-08/2020

Intern, Game development engineer

- Programmed a UE4 plugin for exporting cinematic and rig animation from NeoX to UE4.
- Focused on transformation between the two coordinate systems.

PROJECTS

Snob Bog (iOS AR app by Unity, C#), Programmer/Co-producer

01/2022 - 05/2022 (Estimated)

- Extend upon the experience that reveals animated experiences triggered by neighborhood objects in augmented reality.
- Use Unity-Barracuda + Yolov3-tiny as object detection method.
- Program a character customization option as a proof of concept that users can add their customized content in the future.
- Add a prompt system that aims to educate the users how to use the app with minimize text.

PROFESSIONAL SKILLS

Programming language: C#, C++

Game Engines: Unity, Unreal4

Platforms: Oculus Quest2, Hololens2, Tobii Eye Tracker, HTC Vive, iPhone