

SHU CHEN

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EDUCATION

B.S. Computer Science GPA:3.84

University of Utah

Relevant Course Work

Data structure	Computer Graphic	Discrete Math
Software Practice	Computer System	

SKILLS

C#

JAVA

C++/C

R

Unity & Unreal

Python

Rust

SQL

Tools

Houdini

Power Automate

Adobe Products

Office

Docker

WSL

Render Doc

Git

TECHNICAL PROJECTS

ChatGPT Integrated Education APP

December 2024

- An education APP that can let user to combine Chinese Radicals together to make a new character by the help of Chat GPT.
- Use Qt's internal QNetwork lib to achieve async waiting for API Respond.

Render Engine based on JS and OpenGL

September 2024

- Render engine that can render 3D objects with texture maps and bling shading to give a better appearance to 3D models.
- Used HTML and JS, it can render objects on the browser, and different platform

Agario Game based on C#

March 2024

- A multi-player game based on TCP networking and MAUI lib. Players can play together by joining the same server. Multi player game can be more attractive to players.
- Use git version control to work with teammates. This greatly help the cooperation

Ray Tracing Renderer based on TaiChi Lib

May 2023

- Made an engine based on Python By using TaiChi lib in Python, it makes code run on GPU rather than CPU, this makes ray tracing speed at least 20 times faster.

PCG Game Level

September 2024 & 2023

- Use Houdini to define the rule that generates the city, and import it to Unreal / Unity
 - Usage of Procedural Content Generation can greatly help artists reduce the time that they spend on level layout
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COMMUNITY ENGAGEMENT

Robotic Club

August 2024 - Now

- Design and program robots to do different tasks and competitions.
- Gave advice to the algorithm for robot pathfinding algorithms.