Shutong Wu

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EDUCATION

University of Pennsylvania, School of Engineering and Applied Science Philadelphia, PA
Master of Science in Engineering, Computer Graphics and Game Technology *August 2022-May 2024*

Syracuse University, College of Engineering and Computer Science Syracuse, NY
Bachelor of Science in Computer Science *August 2016-May 2020*

Featured Coursework: GPU Programming(CUDA, C++), Computer Graphics(C++), Computer Animation, Game Design(Unity, C#), Data Structure and Algorithm(Java)

Honors: *Magna Cum laude* with a cumulative GPA of 3.7/4.0; Dean's List from 2018 to 2020, JASSO Scholarship awarded by Tohoku University in Summer 2018, member of Tau Beta Pi since 2019

SKILLS

Programming Language: C++, C#, Python, Java, HTML/CSS, Haskell

Tools & Frameworks:Git, Node.js, OpenGL, CUDA, Unity, Unreal Engine, Maya

EXPERIENCE

ByteDance Ltd. Shanghai, China
Platform Engineer Intern *Oct 2021-Feb 2022*
- Collaborated with ByteDance game studios to develop efficiency tools including Overdraw and Mipmap collector that could save hardware usage by 20% and increase frame per second by more than 15fps
- Collected and analyzed performance data to find the best optimization for each game in terms of hardware usage and performance

Netease Inc. Shanghai, China
Game Development Engineer *Jan 2021-Oct 2021*
- Developed in-game systems and characters for published games *Forever Seven Days*
- Gained first place in company's yearly game jam as the programmer lead
- Experienced in large project development and project development tools including Unity
- Experienced in C#, OpenGL and Python

Syracuse University Department of Engineering and Computer Science Syracuse, NY
Teaching Assistant *Aug 2019-May 2020*
- Teaching Assistant for Data Structure, Autonomous System, and General Physics

Syracuse University Department of Electrical Engineering Syracuse, NY
Research Intern *Aug 2019-May 2020*
- Built a security-oriented autonomous vehicle testbed in the project led by Prof. Fanxin Kong
- Measured, modeled, and designed all components of the main adapter board
- Programmed the operating system onto the Raspberry Pi board using Python and C

Shenzhen Han-Squirrel Network Technology Co., Ltd. Shenzhen, China
Game Design Intern *May 2019-Aug 2019*
- Used professional design tools to create characters and levels for game MoNiJiangHu
- Wrote narratives and dialogues for the game in development
- Pushed game to Beta version and received 9.8 ratings over 100K users on Taptap

PROJECTS

GPU Path Tracer Path Tracer Implemented on GPU with C++ and CUDA
Others: CUDA Denoiser, Boids Flocking Simulation, Individual Game Projects, etc.

INVOLVEMENTS

Translator in Project Gutenberg by Indienova *Jun 2016-Sep 2019*
- Translated games between Chinese and English to break the boundary of language in this non-profit organization
- Finished Projects included *Northgard*(Fall 2016), *Wuppo*(Summer 2017), *Indie Games in China*(Fall 2018)

Others: Participant of Global Game Jam 2018 with "Most Expansive" award, Volunteer of GGJ 2017 and 2019