Shutong Wu

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Education

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

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

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

Honors: Magna Cum Laude; Cumulative GPA 3.7/4.0; Dean's List (2018-2020), JASSO Scholarship Awarded by Tohoku University (Summer 2018), member of Tau Beta Phi since 2019

Skills

Programming Languages: C++, C#, Python, Java, Haskell, HTML/CSS
Tools and Frameworks: Git, Node.js, OpenGL, CUDA, Unity, Unreal Engine, Autodesk Maya

Experience

ByteDance Ltd. Platform Engineer Intern — **Oct 2021 - Feb 2022** — **Shanghai, China**

- Collaborated with ByteDance game studios to develop efficiency tools including Overdraw and Mipmap collector.
- Analyzed performance data to find the best optimization for each game with respect to hardware usage and performance.
- Saved hardware usage by 20% and increased frame per second by more than 15fps.

Netease Inc. Game Development Engineer — **Jan 2021 - Oct 2021** — **Shanghai, China**

- Developed in-game systems and characters for published games *Forever Seven Days* using C#, OpenGL, and Python.
- Won First Place in the company's yearly game jam as the programmer lead.
- Experienced in large project development and project development tools including Unity.

Syracuse University Dpt. of Engineering & Computer Science — **Aug 2019 - May 2020**
Teaching Assistant for Algorithm, OS, and Computer Graphics — **Syracuse, NY**

Projects

ARCreation: AR Application that uses Unity and its Compute Shader to implement procedural generation to generate L-System/Grass to real-world views.
Grass Generation: Generate physically accurate grass with Vulkan and its render pipeline
GPU Path Tracer: Path Tracer Implemented on GPU with C++ and CUDA
Others: CUDA Denoiser, Boids Flocking Simulation, Individual Game Projects, etc.

Activities

Penn Upgrade(Member and Developer)

- Developed games with Penn students and help publish the game to Steam

Project Gutenberg by Indienova *(Translator)*

- 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