# Zu Xiang Seah

#### Final year Student

I am a final year Computer Science student currently studying at Digipen Institute of Technology Singapore(SIT). I have worked on multiple software engineering projects assuming leadership roles such as Tech lead. I am passionate in developing software applications and learning new skills to grow as a developer.



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### **EDUCATION**

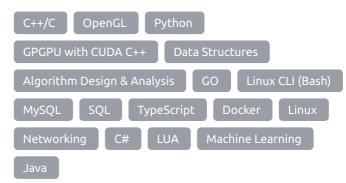
# **Study Program**DigiPen Institute of Technology

08/2019 - Present

Courses

 Bachelor of Science: Computer Science Real-Time Interactive Simulation

# <u>SKILLS</u>



### **WORK EXPERIENCE**

## Software Developer Intern

Autodesk Singapore

Achievements/Tasks

Singapore

CGPA of 3.49 / 4

- Developed features for Recap Online Viewer, specifically for point cloud
- Researched on debugging tools for web
- Modified point cloud translator for scalable output

# **Teaching Assistant**

Digipen Singapore

09/2019 - 12/2019 Achievements/Tasks

- Tutored individually and in small groups to reinforce learning concepts
- Topics include Linear Algebra, Computer environment and C programming language

### **PROJECTS**

#### Red is the Enemy

- 3D game project built with custom engine with limited 3rd party libraries and rendering API
- Role: Tech lead, worked primarily on Engine architecture (ECS, Serialization, Resource Management), Render (OpenGL), Embedding Scripting Language (C# using mono) and Editor
- Download: https://games.digipen.edu/games/red-is-the-enemy

#### Amber

- 2D game project where we developed a custom game engine with limited 3rd party libraries and rendering API
- Role: Tools and Debugging Programmer, worked primarily on developing QOL tools for editor and Debugging
- Download: https://games.digipen.edu/games/amber

#### Phil's Great Maze

- 2D game project made where we used a school in-house library(Alpha Engine) to develop a game engine
- Role: Tech Lead, Worked primarily on 2D Physics
- Download: https://games.digipen.edu/games/phil-s-great-maze

### **ACCOMPLISHMENTS**

Dean's Honor List for Spring 2020

Finalist of Best Sophomore Technology for Digipen Game Awards 2020

### **LANGUAGES**

English Full Professional Proficiency Chinese

Full Professional Proficiency