Ken Xu

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EDUCATION

University of Southern California, Class of 2025   Aug 2021 ~ present
- Major: Computer Science, USC Games
- Cumulative GPA: 3.81

Harvard University, summer session in Statistics   Jun 2019 ~ Aug 2019

SKILLS

Programming: Experienced in c++, Unreal Engine 5; Experienced with using Perforce on collaborative game projects. Concise and high code quality. Experienced in applying physics and logic to implement features in game. Familiar with Python and Java.

Languages: Mandarin (Native Speaker), English (Fluent)

Design: Skilled sketcher; 2D Digital Artist (Procreate)

EXPERIENCE

Sorelle   May 2023 ~ May 2024
Game Engineer
- *Sorelle* is implemented in Unreal Engine 5.2. *Sorelle* is a 3D interactive puzzle/adventure game. Estimated release time is May 2024, on both PC and Console.

Manas   Sep 2022 ~ May 2023
Technical Artist
- *Manas* is implemented in Unreal Engine 5.1. Manas is a Hack-and-Slash 3rd person game inspired by the hero of Kyrgyzstan, Manas. Manas is Available on PC and Console at itch.io.

The Cosmos Endeavor   Jan 2022 ~ March 2022
Game Designer
- A board game about the universe and I produced everything from scratch: Box, card design, design journal, etc. The core game loop is gathering resources and leveling up as a civilization.

Through Time   March 2022 ~ May 2022
Game Designer
- A group project board game. Inspires people to think about their values and opinions by asking them questions about the past, present, and future. I wrote the design journal and made the paper prototype.

Pioneer Research - with Professor David Perkins, Hamilton College Mar 2020 ~ Jul 2020
- incorporated several algorithms to create computer generative art. The gist of the research was to make art for digital environments.