

Xiangyu (Shawn) Sun

Gameplay & UI/UX Programmer

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Education

Carnegie Mellon University (CMU), Entertainment Technology Center (ETC) - Pittsburgh, PA

- Master of Entertainment Technology 08/2018 – 05/2020
- Lead Tech Teaching Assistant for Building Virtual Worlds, Fall 2019

Shandong University (SDU), School of Software Engineering - Shandong, China

- Bachelor of Software Engineering - GPA:3.79 09/2014 – 07/2018
- Relevant Courses: Game Design, Object-oriented Development Technology, Data Structure, Linear Algebra

Skills

Programming: C#, Java, C++, Lua, Python, SQL, OpenCV, OpenGL, HTML, Unity 3D, Unreal Engine 4

Tools: Visual Studio, Adobe Photoshop, 3D Studio Max, Linux/Unix, Adobe Premiere, MATLAB

Design: Level Design, Rapid Prototyping, System Design, Paper Prototyping, Documentation

Platforms: HTC Vive, Meta-II, Kinect, Oculus, C.A.V.E., HoloKit, Android, iOS

Version Control: Perforce, GitHub, BitBucket

Experience

Carnegie Mellon University, Lead Tech Teaching Assistant (Unity, C#) – Pittsburgh, PA 09/2019 – present

- Work with other tech TAs to help students solve hardware problems on different MR platforms
- Give and organize programming workshops (new features of Unity Engine, advanced programming skills.)

Holokit, Software Engineer Intern, Gameplay (Unity, C#) - Silicon Valley, CA 06/2019 – 08/2019

- Worked on a storytelling-based interactive experience on a new MR platform.
- Worked with designer and programmed the interaction logic between different types of objects.

Little Moochi, Lead Software Engineer, Gameplay (Unity, C#) – Pittsburgh, PA 05/2019 – 07/2019

- Worked closely with design and art teams to realize their creations and new game features
- Worked together with back-end team to perform server testing and design the database schemas.

Netease Game, Software Engineer Intern, UI/UX (Cocos2d, Lua) - Hangzhou, China 09/2017 – 05/2018

- Worked with artists and constructed all of the UI modules (screen, panel, grid, list, etc.) for the beta version.
- Cooperated with designers and programmed the in-game battle animation logic.

Academic Projects

Koe (Sims Alexa), Lead Programmer (Alexa Lambda, Python) – Electronic Arts 08/2019 – present

- Prototyped a unique audio interactive experience of Sims on Amazon Alexa.
- Worked with the EA Sims team and established the basic framework for the application.

Exodus (SLG), Interactive Programmer (Unity, C#) - ETC, CMU 01/2019 – 05/2019

- Independently responsible for all of the gameplay prototypes' development.
- Programmed the navigation logic algorithm and defined all the in-game data structures and interfaces.
- Documented the tech document showing the code & data structure for the next dev team of this game.

Building Virtual Worlds, Programmer (Unity, C#) - ETC, CMU 08/2018 – 12/2018

- Collaborated in a team of five, which includes artist, sound designer and programmer, to create rapid prototypes of entertainment experience on many new platforms within one to two weeks..

Personal Projects

May I please go home? (Global Game Jam 2019), Gameplay Programmer 01/2019

- Designed the core gameplay and programmed prototypes, Boss's AI, shaders, level's FSM and BGM in game.

Put Down Your Gun (Game Hackathon), Programmer, Designer 10/2017

- Designed and programmed two different battle stages, enemies' AI mechanism, and character's animations.