Fanxiang Zhou

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Summary

Experienced graphics professional with in-depth knowledge of mobile game management and development. Graduate of the University of Leeds with advanced studies in computer graphics. Adept in using both OpenGL and Vulkan, complemented by the development of a mini game engine. Currently exploring new job opportunities in the graphics domain.

Education

University of Leeds, UK **Sept 2022 – Sept 2023**
Master of Science (MSc) in High-Performance Computer Graphics and Game Engineering
Coursework: Rendering, Geometry, Animation/Simulation, Vulkan, Game Engine

Zhejiang University of Technology, China **Sept 2018 – Sept 2022**
Bachelor of Software Engineering *GPA: 3.9/5*
Coursework: C++ Programming, OOP Programming, Java Programming, Database and Front End

Experience

Pandada Games **Sept 2021 – Aug 2022**
Intern Unity Client Programmer for "Ninja Must Die", a team with approximately 120 members *Hangzhou, China*

- Took part in the company's internship training and mini-game competition during the first month, earning the Most Creative Prize
- Joined the combat team of "Ninja Must Die" and significantly improved the existing node editor, achieving a 70% enhancement compared to its previous state
- Implemented essential features for designers in combat team and provided training on how to use the editor. Left comprehensive documentation upon departure

Bianfeng.com **Jun 2021 – Sept 2021**
Intern Mobile Client Developer for a Go Game *Hangzhou, China*

- Developed client-side gameplay, UI, and server interaction for a Go game using Cocos2dx-lua
- Conducted game testing across approximately 20 distinct Android phone models
- Maintained supporting tools and addressed daily business needs

Ningbo Green Grass Biotechnology Co. **Jun 2018 - Sept 2018**
Back-end System Development Intern *Ningbo, China*

- Maintained back-end systems used by the operations department, covering device and user management across roughly 50 neighborhoods
- Introduced management features for the back-end website and facilitated visualization for CRUD operations within the database

Technical Skills

Programming Languages: C++, GLSL, HLSL, Java, C#, Python, Javascript, Lua
Graphics API: OpenGL, Vulkan
Engines: Unity 3D, Unreal, cocos-2dx
Frameworks: Qt (C++ & Python), MAUI & Blazor, React, Pytorch
Software & Tools: Git, SQL, Office, RenderDoc & Nsight, CMake, Kinect SDK, Motionbuilder, Blender
MISC: Design Patterns, Concurrency

Projects

VR-based Dancing Training System | *VR, Mocap, Body-tracking, Motion Compare* Github **Jun. 2023 – Aug. 2023**

- Processed dance data captured with Optical Mocap Devices in Motionbuilder
- Achieved 80% accuracy in real-time body-tracking and motion comparison using Kinect, enhanced by a Kalman filter
- Integrated and displayed within a VR environment using the HTC-ViVE headset and Unity 3D

Sparrow-Engine | *OpenGL, Editor, Resources, Tools* Github **Apr. 2023 – Jun. 2023**

- Designed a comprehensive asset and resource workflow, encompassing serialization, prefab, scene graph...
- Created robust tool chains and utility modules, such as math operations, file systems, configurations, launch processes, and lua-bindings
- Created a user-friendly editor for the engine, featuring a menu bar, scene item selection, file explorer, and other essential tools

Sparrow-Renderer | *OpenGL, Rendering, Simulation* Github **Apr. 2023 – Present**

- Implemented over 10 rendering features in the forward pipeline using C++ and OpenGL
- Developed cloth simulation using the Mass-Spring System and Verlet Interpolation, achieving stable FPS above 60 with 40,000 mass nodes
- Designed modular code structure for scalability and future engine development

Language Proficiency

Mandarin:native
English : fluent