FANXIANG ZHOU

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Summary

Ambitious graphics enthusiast with experience in mobile game management and script development. Educated in computer graphics at the University of Leeds with hands-on experience in Vulkan and mini game engine creation. Actively seeking job opportunities.

Education

University of Leeds, UK   **Sept, 2022 – Sept, 2023**
Master of Science (MSc) in High-performance Computer Graphics and Game Development
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

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

Experience

Pandada Games   **Sept. 2021 – May. 2022**
Intern Project Manager of Ninja Must Die   *Hangzhou, China*
- 2022 Summer Mai Shiranuim, SNK Collaboration Version Update Version, Full Team Management
- 2022 Spring Festival Update Version, Combat Team Management
- Taiwan Region Server Regular Management

Bianfeng.com   **Jun. 2021 – Sept. 2021**
Intern Mobile Client Lua Scripting Development for a Go Game   *Hangzhou, China*
- Developed client-side games based on Cocos2dx-lua
- Developed a Go game, including client gameplay, UI, and interaction with the server.
- Designed and maintained a range of supporting toolsets and handled daily business requirements

Ningbo Green Grass Biotechnology Co.   **Jun. 2018 - Sept. 2018**
Back-end system development intern   *Ningbo, China*
- Maintained and developed back-end systems to operating department for device management, device control, user management, internal assessment, etc
- Built back-end website, and developed mobile apps to test on the intranet and accept small-scale stress testing on the extranet

Projects

VR-based Dancing Training System | *VR, Mocap, Body-tracking, Motion Compare Github*   **Jun. 2023 – Aug. 2023**
- Mocap dancing data by Optical Mocap Devices.
- Real-time body-tracking and motion compare by Kinect.
- VR environment display.

Sparrow-Engine | *OpenGL, teamwork, editor, resources Github*   **Apr. 2023 – Jun. 2023**
- Designed and implement asset, resource workflow.
- Implement tool chain, serialization, file system, math and other tool kits.
- Designed and implement editor of the engine.

Sparrow-Renderer | *OpenGL, Rendering, Simulation Github*   **Apr. 2023 – Now**
- Using C++ & OpenGL implement rendering features in LearnOpenGL
- Cloth Simulation using Mass-Spring System and Verlet Interpolation
- Designed and keeping a module code structure for future engine development

External

Languages: Mandarin(native), English(fluent)
Hobbies : Hiphop Dance, Outdoors