

CHENG GU

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Objective: Game Developer

SUMMARY

I am an undergraduate student who has a variety of programming experience with different kinds of Tools. Self-confident with critical thinking and learning ability. I love everything related to Computer Graphics.

I also interested in Game Arts; in my free time, I like drawing and creating 3D models in 3D Creation Suites.

EDUCATION

Woodbury University- Media Technology *2016.09 - 2020.06*

Bachelor of Science | GPA:3.56 / 4.0

WORK EXPERIENCE

3D Artist Assistant - Shanghai Xiji Education Technology co., LTD *2019.05 - 2019.08*

Assisting and communicating with game artists to create 2d and 3d outsourcing game arts for video game companies.

Tutor - Woodbury University Math Science Tutoring Center *2017.01 - 2019.05*

Tutoring students at the Math and Science Counseling Center Courses in mathematics, programming, and some other science courses.

TEAMWORKS

Troubadour - *Based on Unity* *2018.03 - 2018.05*

An RPG Rhythm Game that collaborated with Game Design & Art students in my junior semester game prototype class. A complete game development process from idea and prototype design to completion of Demo development.
(Responsible for data operation, level management, and user interface logic.)

WISIWYG - *Based on TouchDesigner, Keras, Nltk, and Open AI-GPT* *2019.03 - 2019.05*

An immersive, interactive installation merging visual art and artificial intelligence that exhibited at the **Getty Art Museum**.
(Responsible for facial recognition, natural language processing, data crawling, and data image interaction.)

Beyond Atlantis - *Based on TouchDesigner and Arduino* *2018.09 - 2018.12*

A group project Inspired by Yayoi Kusama's Infinity Mirrored Room, this project was designed to immerse the user into an infinite sea world just by through the versatility of the projection mapping techniques and the depth of the infinite mirror to show a piece of work.
(Responsible for the synchronization between TouchDesigner color shader animation and LED color animation through serial control.)

PORTFOLIO LINK (Includes personal projects)

<https://gucheng0712.github.io/#projects>

SKILLS LIST

Programming Languages:

C# | Python | C++ | JavaScript

ShaderLab | GLSL | C++.

Software & Tools:

Unity | Maya | Substance

Blender | Photoshop

TouchDesigner | Arduino.