KE-MIN HU

0970-621-377 | k402xxxcenxxx@gmail.com

TECHNICAL SKILLS

- Programming Languages: C++, C#, Python, JavaScript, Matlab
- Technologies: Unity, OpenGL, Android
- Languages: Mandarin, English

WORK AND ACADEMIC EXPERIENCES

Intern · Inventec AI Center   2018.07 – 2018.08

Taipei, Taiwan

- Implement an algorithm to generate never-ended video looping automatically.

Intern · IGS   2016.07 – 2016.08

New Taipei City, Taiwan

- Develop an algorithm to do real time background removal in complex lighting scenes.

TA · NTU   2017.09 – 2018.06

Taipei, Taiwan

- Game programming, includes teaches courses
- Digital visual effect

EDUCATION

National Taiwan University – [M.S.]   2017.09 – PRESENT

- Computer Science
- GPA: 4.26
- Advisor: Yung-Yu Chuang @ CMLAB

National Taiwan University of Science and Technology – [B.S.]   2013.09 – 2017.06

- Computer Science
- GPA: 3.87

PROJECTS

COURSE

- Reversi online
    - Implement Reversi game logic and render the game by html5 canvas element.
    - Build a simple websocket server to manage users and games.
- 2D map to 3D maze
    - Use OpenGL to render a first-person maze game by specified 2d maze map.
    - frustum culling, projection matrix, breadth first search
- Minecraft island
    - Use OpenGL to render a Minecraft island. There has a train traveling around the island with hand-crafted curve railway.
    - shadow map, water simulation, skybox, reflection map, compute shader
- Tower of saviors assistant (Android)
    - Made with Android Studio
    - Use Jsoup to crawl game information on wiki and remind user for event without open it.
- Unity Chan's run (Unity3d)
    - Infinite horizontal scrolling parkour game.
- Cu-po (Unity3d)
    - 3D crystal style rhythm game
    - Touch determination, song and stage loader, dynamic song list
    - Team work
- RPG Minesweeper(Unity3d)
    - Gameplay design, level loader, battle animation design, check update system
    - Team work

OTHERS

- Kinect arcade game
    - Hair detection and recover, real face avatar, joint filter, printer stage
    - Unity Kinect v2 API, algorithm acceleration
    - Team work
- Vive arcade game(fishing game)
    - Whole game play design, include stage flow design, user experience.
    - Parameter editor, stage editor
    - Team work

REFERENCE

Project Portfolio: https://github.com/k402xxxcenxxx