

KE-MIN HU

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

OTHERS

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

REFERENCE

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

Personal Webpage: <http://www.cmlab.csie.ntu.edu.tw/~k402xxxcenxxx/>