

Kewei (Kevin) Han

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EDUCATION

Carnegie Mellon University

Master's in Software Engineering – Scalable Systems

GPA: 4.08/4.33

Coursework: Design Patterns, API Design, Quality Assurance, Formal Methods

Pittsburgh, PA

December 2024

University of Michigan

Bachelor of Science in Engineering in Computer Science

GPA: 3.72/4.00

Coursework: Data Structures and Algorithms, Intro to Game Development, Extended Reality and Society, Operating Systems,

Ann Arbor, MI

May 2023

SKILLS

Programming Languages: C/C++, C#, Python, SQL, HTML/CSS, JavaScript, Scheme

Tools/Frameworks: Unity, Unreal Engine, React, Vue.js, Git, Jira

EXPERIENCE

Appstop

Programming Intern

Ann Arbor, MI

May – August 2023

- Co-developed mobile game application alongside team of UX and gameplay designers using Unity and C# for publishing on mobile app marketplaces.
- Researched and utilized Unity's user generated content API to implement user level creating and sharing functionality.
- Created custom editor tools to significantly streamline and expedite the level design process compared to previous system.

WolverineSoft Studio

Programmer

Ann Arbor, MI

Sept.—Dec. 2020, Jan.—May 2023

- Contributed as a programmer to interdisciplinary 25-person teams to develop complete games in Unity for publishing.
- Created data structures using inheritance and composition patterns to implement player mechanics in a scalable manner.
- Utilized scrum project management services in Jira to contribute to overall project.

PROJECTS

OrbitVR

Unreal Engine VR Project

University of Michigan

March – May 2023

- Designed and developed an interactive VR International Space Station experience with a team of four.
- Utilized Unreal C++ Blueprints to create inheritance-based affordance systems.
- Investigated Unreal materials system and tools to create realistic space environments and activities.

Desktop Defenders

Unity Game Project

University of Michigan

October — December 2022

- Worked with team of five to design and develop a cooperative two player bullet hell game using Unity.
- Designed and implemented various UI elements and scalable backend logic to offer in-game player upgrades.
- Performed weekly playtests to gather feedback and inform the iterative design process.
- Presented game at student showcase with over 350 attendees and placed 6th out of 16 teams in audience vote.

QUBE

Unity Game Project

University of Michigan

October 2022

- Conceived and implemented game idea of an original 2D/3D puzzle platformer in two-week rapid prototype.
- Designed levels built around original perspective swapping mechanic to introduce interesting decisions.
- Utilized event bus programming pattern to maintain a clean codebase.

Operating Systems Projects

Academic Projects

University of Michigan

September — December 2020

- Created a simple concurrent program that schedules disk requests using a provided thread library in C++.
- Implemented external pager for handling virtual memory requests, address space management, read/write faults, system call handling, and physical memory management.
- Created an implementation of the C++ thread library interface, including monitors for synchronization between threads.