

# Game Designer Intern: Junfeng She

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## EDUCATION

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Master of Entertainment Arts & Engineering, **University of Utah**, Salt Lake City, UT, U.S. 2018-Expected 2020  
B.S. of Computer Science, **Peking University**, Beijing, China 2011-2015

## EXPERIENCE

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**Research Assistant - [Networking lab, School of EECS, Peking University](#)** 09/2013-12/2014

- Develop Android applications for group's researches, for example, a social platform application to collect user behaviors.
- Attending to design a scalable code to transfer exclusive info for different distance and publish a [paper](#) on ACM MobiCom'14.

**Backend&Framework Developer - [Naturali](#)** 02/2015-02/2017

- Optimize framework and operators for speech models based on Tensorflow.
- Develop Golang back-end server, based on NSQ & MongoDB

## PROJECTS

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### [Booster Bitch fwb](#)

- An 2d multi-player platform jump competition game.
- Design the game for parties, allowing player competing with others and audience voting for players to influence the ongoing game.
- Implement the voting system, map system, player's actions, twitch interaction, etc.

### [Satat's Shooting Range](#)

- An Egyptian-themed shooting-gallery game where you defend against waves of enemies with bow and arrows in VR
- Create a tense experience shooting emerging monsters using VR controllers.
- Implement the animation system, enemy generating system.

### [Astrolabe](#)

- An exploration-based game where the player uses their phone to find and match constellations in the night sky
- Design sonar system to direct player explore constellations.
- Implement the constellation match system, visual effect, etc.

### [I Lava Unicorn](#)

- An arcade-style maze game where you dig tunnels, collect unicorns, and then run for your life as lava chases you back through the paths you carved.
- Design lava system to create urging situation for a puzzle.
- Develop the map system, player actions, player attacks.

## SKILLS

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Languages: C++, C#, Python, Golang, HTML, CSS, Javascript

Soft Skills: Reading, Communication, Responsibility, Teamwork, Problem Solving, Decisiveness, Negotiation

Tools: Unity, Unreal, Photoshop, Git, Perforce, Bash, Sed, Awk, Regex, Docker