Software Engineer Intern, Engine: Junfeng She

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EDUCATION

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

EXPRIENCE

Research Assistant - Networking lab, School of EECS, Peking University   09/2013–12/2014

- Develop Android applications for group's researches.
- Attending to design a scalable code to transfer exclusive info for different distance and publish a on ACM MobiCom'14.

Backend&Framework Developer - Naturali   02/2015–02/2017

- Optimize framework and operators for speech models.
- Develop golang back-end server, based on NSQ & MONGODB

PROJECTS

Satat's Shooting Range

- An Egyption-themed shooting-gallery game where you defend against waves of enemies with bow and arrows in VR
- Implement the animation system, including appearing, disappearing.
- Develop enemy generating system, avoiding two enemies appearing into one point.

Astrolabe

- An exploration-based game where the player uses their phone to find and match constellations in the night sky
- Implement the algorithm for matching the player's focus and targeted constellation.
- Create matching animation coordinated with artists.
- Achieve skybox and constellation design, and embed them into unity.
- Develop voice radar and audios in the game

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.
- Develop the map system based on phaser3, including gradually disappearing block based on the player's movements
- Implement the hammer attack of player

SKILLS

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