

# Software Engineer Intern, Engine: 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

## EXPRIENCE

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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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### [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, develop enemy generating system.
- Embed shooting into the game.

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### [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.
- Cooperate to design and embed skybox and constellation designs, animations.
- Develop voice radar to instruct players.

### [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 player actions, including movements, attacks, etc.

## 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