

Technical Designer Level Intern: 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

- Research on mobile phone's availability in order to improve user's experience.
- Develop several Android applications for researches, for example, floating window for controlling big screen phones.

Software Engineer - [Naturali](#) 02/2015-02/2017

- Support machine learning engineers, speed up models, design operators, and optimize framework.
- Develop message server to log/responds requests, and support analyzing.

TOOLS

[Pattern Generating Tool for Code Space Shark](#)

- Code Space Shark is an ongoing music game, based on alternative controllers.
- An interactive tool supporting devising patterns for flows and rhythms.

[Codec for Strata](#)

- Strata is a scalable code to transfer exclusive info for different distance, and publishes a [paper](#) on ACM MobiCom'14.
- A tool to encode into image for experiments, and to decode the photos analyzing the results.

PROTOTYPES

[Astrolabe](#)

- An exploration-based game where the player uses their phone to find and match constellations in the night sky.
- Design an exploration experience, use radar system and gradual emerging constellation to amplify this experience.

[Friends with Booster](#)

- An 2d multi-player platform jump party game.
- Focus on anticipation of audiences, implement twitch voting system, allow audience speed up players' characters.

[Satat's Shooting Range](#)

- An Egyptian-themed shooting-gallery game where you defend against waves of enemies with bow and arrows.
- Emphasis on letting players act as real shooting arrow, use the VR device to support the experience.

SKILLS

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

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

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