

Zhehao Xu

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EDUCATION

University of Southern California, Viterbi School of Engineering
Master of Science, Computer Science
University of Southern California, Viterbi School of Engineering
Bachelor of Science, Computer Science (Games) GPA: 3.89
Honors: Dean's list (2021 – present)

Los Angeles, CA
August 2024-May 2025
Los Angeles, CA
August 2020-May 2024

SKILLS

Programming Languages / Frameworks: C++, C#, Java, Python, HTML/CSS, JavaScript, Spring Boot, MySQL, SDL
Version Control Software: Perforce, Git
Game Engines: UEFN, Unreal Engine 4/5, Unity

EXPERIENCE

USC AGP Program

Gameplay Engineer

Los Angeles, CA
May 2023-Present

- Work as gameplay engineer for the Advanced Games Project program on the Oasis Blitz team.
- Implement gameplay mechanics for a platformer game that uses drilling as the main mechanic.
- Utilize different libraries such as FMOD and DOTween along with Unity Engine and C#.

USC Viterbi School of Engineering

CSCI Course Producer

Los Angeles, CA
August 2022-Present

- Work as course producer for *CSCI104: Data Structures and Object-Oriented Design* and *CSCI103: Introduction to Programming*.
- Become students' go-to person for explanation of complex algorithmic concepts and trusted by Professor Goodney to grade exams.

Sony

Summer Associate – Sony Immersive Music Studios

Culver City, CA
June 2023-August 2023

- Used UEFN and Unreal Engine to quickly create working prototypes that combine music with gaming.
- Built a working rhythm-based third-person shooter with concept art and music from a Sony Music Artist inside of UEFN.
- Built a system of audio synchronization with gameplay using the Sequencer Tool inside of UEFN.

ACADEMIC PROJECTS

Multi-agent Pathfinding

Fall 2022

- Addressed the difficult concept of pathfinding and built a multi-agent pathfinding C++ solution with A* pathfinding.
- Experimented with time-space A* and prioritized planning using constraints satisfaction, uploaded to [GitHub](#).

Perceptron Learning

Fall 2022

- Implemented a perceptron learning model for classifying IMDB movie reviews using C++, uploaded to [GitHub](#).

Hack SC – Lipstick Web Application

Summer 2021

- Innovated in makeup industry by deploying an application for users to try out different lipstick colors online.
- Achieved functionality using facial recognition libraries in Python along with PHP, HTML/CSS, uploaded to [GitHub](#).

GAME PROJECTS

Game Prototypes

Spring 2023

- Constructed various game prototypes, each with a unique theme using Unity game engine.
- Created each game idea through rapid iteration and prototyping within a short time of two weeks.
- Practiced C# and game design skills under different constraints. Prototypes are uploaded to [Itch.io](#).

Tencent Games Open Course Unreal Engine Projects

Summer 2022

- Constructed various demos that each demonstrated a core skill related to Unreal Engine using UE 4.27.
- Achieved a certificate from Tencent Games by completing the course.
- Practiced C++ and Blueprint programming, learned about animation blending, multiplayer, and graphics, uploaded to [GitHub](#).

An Average Day

Spring 2022

- Worked in a team of two to create a 2D puzzle game with Unity published on [Itch.io](#).
- Went through the process of pre-production, production, and post-production working in pairs.
- Designed levels and coded gameplay with Unity.

LANGUAGES AND INTERESTS

- Languages:** *English* – Fluent; *Chinese (Mandarin)* – Native.
- Interests:** Game Development; Drumming (Rock or Jazz); Music Production; Gaming; Skiing.