Zhehao Xu

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EDUCATION

University of Southern California, Viterbi School of Engineering   Los Angeles, CA
Bachelor of Science, Computer Science (Games), Relevant Course Work (Link)   August 2020-May 2024
Honors: Dean's list (2021 – present)   GPA: 3.89
Technical Skills: *C++* - Proficient (4 years); *C#* - Skillful (2 years); *Unity Engine* – Skillful (2 years); *HTML/CSS* – Skillful (4 years);
Perforce / GitHub - Skillful (2 years); *Python* – Advanced; *UEFN* – Advanced; *Java* – Advanced; *MySQL* – Intermediate; *JSP* – Intermediate;
Unreal Engine – Intermediate; *UEFN* – Intermediate; *Autodesk Maya (3D Animation and Modeling)* – Intermediate;
Spring Boot – Basic; *JavaScript* – Basic; *Vue.js* – Basic;

EXPERIENCE

Oasis Blitz   Los Angeles, CA
Gameplay Engineer   May 2023-Present
- Work as gameplay engineer for the Advanced Games Project program on the Oasis Blitz team.
- Utilize different libraries such as FMOD and DOTween along with Unity Engine and C# to create gameplay mechanics.

USC Viterbi School of Engineering   Los Angeles, CA
CSCI Course Producer   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 Immersive Music Studios   Culver City, CA
Summer Associate (Game Design/Engineering)   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.

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 model for classifying IMDB movie reviews using C++, uploaded to GitHub.

Drinking Buddies Web Application   Spring 2022
- Produced a web application to monitor personal drinking habits and statistics with a team of five students using Spring Boot, Java, JSP, MySQL, and HTML/CSS, 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 to be applied to photos 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.
- 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 using Unreal Engine 4.27.
- 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.

SKILLS AND INTERESTS

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