

Qinzhou(Nick) Song

✉ qinzhounick@wustl.edu ☎ 267-595-7202 in in/qinzhounick/ 🌐 /qinzhounick

Profile

I see my career progression in the Gaming Industry as my passion is to learn and continually see how to enhance current and future of game production.

Education

B.S. in Computer Engineering / M.S. in Computer Science, 08/2022 – 05/2025
Washington University in St. Louis

- GPA: 3.8/4.0

B.S. in Computer Science, Sewanee: The University of the South 08/2019 – 05/2022

- Degree Conferral Expected May 2025
- GPA: 3.46/4.0

Professional Experience

Student Worker, 08/2019 – present | St. Louis
Washington University of St. Louis Supplier Diversity

- Consulted with over 50 Suppliers through calls, emails, events
- Designed 5 reports for university diverse/overall spend using Power BI over large dataset
- Analyzed data for KPI and quarter reports in Excel for over 1 year

Student Researcher, Washington University of St. Louis 05/2022 – 08/2022 | St. Louis

- Gamma-ray telescope demonstrator project
- Designed noise cancellation algorithm in simulation using single and double threshold methods to improve the localization accuracy by 20%
- Analyzed energy levels of Gamma-ray events using Vitis HLS using integration and prefixed sum methods that reduced latency below 300 cycles
- Simulated data flow from front end ASICs to FPGA using FIFOs, PynqMicroblaze, PL control

Skills

Programming Language

C++, Java, Python, C, JavaScript, PHP, MySQL

ML/Data Science

Sci-kit Learn, TensorFlow, Matlab, R, NumPy

Game Development

Unity 2D/3D, Unreal Engine, C#

Other

Excel, Elixir, Swift, Power BI, Power Point, Word

Projects

Dynamic Memory Allocator, C, Linux 09/2022 – 12/2022

- Designed a general-purpose dynamic storage allocator for C programs focusing on space utilization and speed
- Optimized space utilization and throughput by minimizing fragmentation with an nth-fit search and a segregated list, and by decreasing minimum block size

Quest to Atlantis, Unity 2D, C# 09/2023 – 12/2023

- Designed gameplay, menus, and in-game UIs using Unity
- Cooperated with team members actively for job distributions
- Learned about the process and workflow of making a 2D game as a team

3D FPS Game, Unity 3D, C# 01/2024 – present

- Ongoing project focusing on designing a level based FPS game with a team with four members
- Designing character classes with different sets of abilities(double jump, dash, fireball, etc)

- Learning about the animations and actions of different 3D models in Unity