

Yuxuan Qiu

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Game Portfolio: <https://qiuyux0.wixsite.com/my-site>

Availability: May 2024 - Aug 2024

EDUCATION

Northeastern University, Boston, MA

College of Art, Media, and Design

Apr 2025

Candidate for a Master of Game Design in CAMD

Related Courses: Data-Driven Player Modeling, Game Design and Analysis

Bachelor of Computer Science

May 2023

Related Courses: Web Development, Objected-Oriented Design, Programming Language, Database Systems.

COMPUTER KNOWLEDGE

Programing Languages: Python, Unity, Java, C#, SQL, R, JavaScript

Applications: Tableau, IntelliJ, VScode, MySQL, Eclipse, Postman

PROGRAMMING PROJECTS

Game Development Experience: He Dies (Life Simulator)

Nov 2023-Dec 2023

- EnginDesign a pixel-style life simulator that focuses on the different stages of a person's life and the unpredictable events of life, developed character outlook, crafting the visual aesthetics and overall appearance of the characters in the project
- Integrate random events to introduce diverse and unpredictable experiences for characters at various ages. Additionally, as characters age, provide them with a range of options such as studying, working, and more.

Urban Mobility Analysis Dashboard : Traffic Insights

April 2023 – June 2023

- Led the analysis and visualization of urban mobility data, integrating diverse datasets for traffic flow, public transportation schedules, and demographic information into a SQL database.
- Utilized Python libraries like Matplotlib, Seaborn, and Plotly to create interactive visualizations, focusing on traffic patterns, congestion hotspots, and public transportation efficiency.

Web development project: Social Network Website

Sept 2022-Dec 2022

- Developed a social network website similar to Facebook using JavaScript, implementing essential functions such as Login, Profile, Search bar, Home, and Friend List.

Programming Languages Project: Racket Compiler

Jun 2022 - Jul 2022

- Engineered a compiler in Racket for translating Racket code into C header and source files
- Successfully implemented functionality for calculating Fibonacci series, showcasing the compiler's capabilities

Work Experience

Tuo Bao Wei, Guangdong, China

Sept. 2022 – Jan. 2023

- Designed and developed a comprehensive inventory management system using Java for backend logic and MySQL database for data storage, allowing seamless tracking of stock levels and automating ordering processes.
- Implemented robust user authentication and authorization functionalities utilizing encryption techniques and secure password hashing to ensure data security and prevent unauthorized access.
- Conducted extensive testing, including unit testing and integration testing, to ensure the system's reliability, performance, and scalability under various usage scenarios.

Shenzhen Volunteer Association, Guangdong, China

Jun 2021 - Aug 2021

Volunteer Teacher Leader

- Organized and led a fundraising trip aiding impoverished families in Garze Tibetan Autonomous Prefecture, providing essential supplies and advocating for educational equality by liaising with local abbot of a temple.
- Taught diverse subjects to primary school students, concurrently supporting underprivileged families with stunted children by coordinating assistance from hospitals and social welfare departments.
- Lead outdoor activities for children, such as camping and barbecues. Additionally, conduct home visits to communicate with parents and gain insight into the children's home environment, in order to offer appropriate guidance and support.