**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

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 System

**SKILLS**

Programing Languages: java, Python, Unity, C#, SQL, R, JavaScript,C++

Others: Linux, React, MySQL, DBeaver, Postman

**PROGRAMMING PROJECTS**

**Game Development Experience: He Dies (Life Simulator)** Sept 2023-Dec 2023

Northeastern University Project

·Led the project, overseeing a team in the development of a pixel-style life simulator, depicting various life stages and unpredictable events, enriching player immersion and engagement.

·Organized daily synchronous meetings to ensure team cohesion, provide updates, and facilitate brainstorming sessions for new game events and bug resolutions.

·Utilized character design expertise to enhance the visual appeal of in-game characters, fostering a deeper connection between players and the virtual world.

**Urban Mobility Analysis Dashboard : Traffic Insights** April 2023 -June 2023

Northeastern University Project

·Orchestrated the analysis and visualization of urban mobility data, seamlessly integrating diverse datasets encompassing traffic flow and public transportation.

·Integrated diverse datasets, including traffic flow, public transportation schedules, and demographic information, into a SQL database for comprehensive analysis.

·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

Northeastern University Project

·Engineered a social network website akin to Facebook using JavaScript, encompassing vital functionalities like Login, Profile management, Search bar, Home feed, and Friend List features.

·Utilized React to create responsive and interactive user interfaces, seamlessly integrating essential functionalities such as Login, Profile management, Search bar, Home feed, and Friend List.

·Implemented Node.js to build a robust backend, enabling secure user authentication, efficient data handling, and seamless communication between the frontend and backend components for a cohesive user experience.

**Big Fish Eat Small Fish Game Development Project** Sept 2022-Dec 2022

·Utilized Java programming language to implement essential game mechanics, including player movement, collision detection, and fish growth dynamics, ensuring engaging gameplay.

·Leveraged Java technologies and libraries, including JavaFX for user interface development and Java.awt for graphics rendering, to enhance gameplay and visual appeal.

**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.