

Curriculum Vitae

Yuhang Zhou

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Education

*September 2016—
June 2020*

Degree: Bachelor of Engineering
Major: Digital Media Technology (Game Technology Direction)
Where: Communication University of China, Beijing
GPA: 3.57 of 4.0

Internship

June 2019

Position: Game Developer
Where: YELEE Game, Beijing
I participated in developing a 3D action game and adapted a PC adventure game to a mobile version.

*July 2019—
August 2019*

Position: Game Developer
Where: Tuyoo Games, Beijing
I participated in developing a WeChat mini-game, Crush the Car with Cocos Creator. I implemented functions of weapon crafting system, tutorial, and sound effects. I used Chrome developer tools to diagnose performance bottlenecks. By optimization, I reduced draw calls and minimized lags.

Projects

*July 2019—
March 2020*

Project: Catch Me
Keywords: Party Game, C#, Unity 3D
Catch Me is a 3D party game played by one to four players. We developed two modes of the game – bomb mode and safe zone mode. The player that survives the longest is the winner.

- I participated in designing the game.
- I was responsible for developing the game with Unity 3D and testing the game.

*March 2019—
September 2019*

Project: Running a Tea House
Keywords: Serious Game, C#, Unity 3D
Running a Tea House is a 2D puzzle game adapted from *Running a Tea House*, the first chapter of a traditional Beijing Opera called *Iron Bow As A Token of Love*.

- I participated in designing the game.
- I was responsible for developing plot-related scripts, building scenes and setting up animator.
- I optimized memory consumption to solve choppy animation.

December 2018

Project: Unity Shaders Practice

Keywords: Shader, Cg, Unity 3D

- I achieved the painting effect, heat distortion effect and outer glow effect.

*July 2018—
October 2018*

Project: Xiangshe Ceremony

Keywords: Serious Game, C#, Unity 3D

Xiangshe Ceremony is a music game in which players control the general to move and shoot arrows to the rhythm of a piece of traditional Chinese music. The game was displayed at the 2018 Silk Road (Dunhuang) International Cultural Expo.

- I participated in designing the game and searched for relevant historical materials.
- I participated in developing the game with Unity 3D. My duties included the implementation of the shooting spots and UIs.

*June 2018—
July 2018*

Project: Find the Cubes

Keywords: OpenGL, C++, MFC

Find the Cubes is a game developed with the MFC framework and OpenGL. Players find seven cubes in the scene to win.

- In the game, I implemented the functions of scene roaming, collision detection, picking, generating terrain from a height map, and added lightening, sky box, and textures.

*April 2018—
September 2018*

Project: Little World PRO

Keywords: Serious Game, Computational Thinking, Unity 3D

Little World is an educational game aimed at cultivating kids' computational thinking ability. Players drag instruction cards to programming area and click the play button to control the character. The paper using Little World PRO as research material was published at FDG (Foundation of Digital Games).

- My duties included building scenes, achieving inserting, dragging, and deleting cards, and implementing the function of command cards.

Skills

C, C++, C#, Cg (C for Graphic)
Unity 3D, OpenGL

Language

Mandarin, English (TOEFL best score 107)

Courses

- Advanced Mathematics, Linear Algebra, Probability and Mathematical Statistics
- Object Oriented Game Programming, Data Structure, Computer Graphics, Game Engine and Application, Virtual Reality, Graphics Shader Programming, Computer Network Principle, Principles of Database
- Game Planning and Design, Game User Experience Analysis, Game Psychology, Classic Game Analysis, Creative Ability and Imagination

Honors and awards

- Third Prize Scholarship (2017)
- Second Prize Scholarship (2018)
- Merit Student (2017, 2018)