Leping Zhang

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Education

Beijing Film Academy, BS in Digital Media Technology   Sept 2021 – May 2025
- GPA: 3.9/5 [until 2024.8]
- **Key Coursework:** Digital Film Technology, Computer Graphics, Digital Editing Techniques, Computer Architecture, Computer Programming, Game Engine Technology
- **tutor:** Feilin Han - hanfeilin@bfa.edu.cn

Nanyang Technological University, Exchange student   Jul 2024 – Aug 2024
- CGPA: 4.75/5
- **Coursework:** 3D printing technology, Human Computer Interaction

Experience

Technical Artist, Tencent – Hangzhou, China   July 2023 – Oct 2023
- Develop Houdini Hda metadata translation plugin
- Develop Nvdia Omniverse-based UE plugin communication module
- Develop Blender Usd file Edit Plugin (Open Source) and command line Usd edit bash scripts
- **Keywords:** Universal Scene Description, Blender, Houdini, Unreal Engine, C++, Python, Git

Research Assistant, Tsinghua university – Beijing, China   May 2023 – Present
- Develop a drone simulation environment base on Unreal Engine and Airsim
- Participate in a large research team as technical artist
- Maintain Linux server for AI training data generation
- **Keywords:** Unreal Engine, C++, Git, Linux

Publications

The Correlation Analysis Between Cybersickness and Postural Behavior in lmmersiveVR Experience   Oct 2023 lEEE ICME 2024

Ying Zhong, Ke-Ao Zhao, *Leping Zhang*, Fangming Zhao, Wentao Wei, Feilin Han
- Modify HCI test sample scene interaction system to control the user location
- Organize the interviewees
- **Keywords:** Unity, C#

SimUAVs - A UAV Telepresence Simulation Platform with Multi-agent Sensing and Dynamic Environment   Jul 2024 ACM MM 2024

Feilin Han, *Leping Zhang*, Xin Wang, Ke-Ao Zhao, Ying Zhong , Ziyi Su, Tongtong Feng, Wenwu Zhu
- Develop additional real-time luminance sensor for data generation base on Airsim
- Design the simulation environment landscape base on Yunnan China with Gaea and Houdini
- Develop python and C++ model base on rpclib for remote control system and support game controller
- Design virtual wild animal movement pattern for the AI agent to chase
- **Keywords:** Unreal Engine, C++, rpclib

U2UData: A Large-scale Cooperative Perception Dataset for Swarm UAVs Autonomous Flight   Jul 2024 ACM MM 2024

Tongtong Feng, Xin Wang, Feilin Han, *Leping Zhang*, Wenwu Zhu

- Develop Ros package to control the plane and collect necessary runtime data
- Release the simulation platform to Linux operation system, support command line control as remote server
- Support and keep upgrading the simulation platform for further research requirements
- **Keywords:** Unreal Engine, C++, ROS, Linux, Python

Projects

Unreal 2D Game — Jul 2022   Ititat-LabAdventure
- Participate in Tencent Gamejam to make a 2D rouge-like game
- Use Unreal Engine Blueprint as game script language
- Use Github project / milestone for team collaboration
- Assign team member tasks and evaluate the final project
- **Keywords:** Unreal Engine, Team collaboration, project manage, C++, Git

NieR:Automata "E" ending replica — Jul 2022 - Aug 2022   End-of-Neir
- Develop a 2d Space Invader-like game in Godot Engine
- Draw all the pixel spites using Aseprite
- Design the numerical balance of the game
- **Keywords:** Godot Engine, GDS script, Pixel Painting

Multimedia Player — Feb 2023   Dotplayer
- Developed a desktop media player can play content from a remote server
- Design user interface with Qt Creator
- Build up a Linux server to contain the media files
- **Keywords:** C++, CMake, QT, WordPress, Linux

Space Adventure Game Design Script — Jan 2023 - Feb 2023   MoonTraveller-DS
- Design game levels, characters, background story, choice map
- Draw character portraits with AIGC
- Develop demo with Unreal Engine
- **Keywords:** Unreal Engine, Game design, AIGC

Esp32 Handheld Game Console — Mar 2023   Esp32-GamePad
- Design circuit boards with Fusion360
- Modeling the console surface in STL file
- Soldering components on circuit boards and 3D print the console surface
- Develop micro-python application to get realtime weather information
- **Keywords:** Arduno, Esp32, micro-python, Fusion360, 3D printing, Soldering

Blender Usd Converting Tool — Sept 2023   Blender-Usd-Modifier
- Develop a Blender plugin to transform model modification to usd file
- Save geometry node as Python model to storage
- Make command line tool for cli service
- **Keywords:** Python, Blender, Universal Scene Description, Linux

FTG Game — Dec 2023 - Jan 2024   KongFU
- Develop a FTG game with Unity C#
- Design fighting system based on Rock-Paper-Scissors rule
- Customize Unity post-processing pipeline to mimic SRT monitor
- Draw pixel sprites with Aseprite
- **Keywords:** C#, Unity Engine, GLSL, computer graphics, game design

Let's Ramen VR Game — Jul 2024 - present   LetsRamen

- Develop a VR cooking game base on steam VR, Index 2.0
- Develop a ramen physics simulating system to squeeze and pull on a piece of dough
- coordinate VR controller sensor to in-game operations
- **Keywords:** C#, Unity Engine, Physical simulation, OpenVR

Additional Experience And Awards

Recording engineer(2024.5): Participate in TVC shoots and post-production

Digital twin engineer(2023.8): Photo modeling mannequin and build Tsinghua University Based on OSM files

First Class Scholarship: Award for top 5% students in Beijing Film Academy

English Ability: IELTS all score 6.5