SONGQIAO SUN

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PROFILE OF SKILLS

- Robust computer project design ability with sufficient knowledge in design patterns and using developing frameworks
- Self-motivated skill learner, constantly pursuing new goals and gaining new skills inside the IT community as a self interest
- Capable of working independently with minimum supervision and enthusiastic about working in a team
- Proficient experience in web, software, game and digital art designs from personal and schooling works
- Demonstrate effective problem solving skills by utilizing various software and programming languages

TECHNICAL SKILLS

- Programming Languages: C# (ASP.NET, MVC, Entity Framework), Python, Java, C++
- Web Client-side Languages: Javascript, HTML, CSS
- Database Management Software: MySQL, SQL sever
- Microsoft Office: Word, PowerPoint, Excel
- Version Control Experience: Github
- Design Software Experience: Autodesk Maya, Unity5, Adobe products (Photoshop, Premier)
- Operating System Experience: Windows, MacOS

EDUCATION

University of Windsor   **Windsor, ON**
- *M.Sc* in ***Computer Science, June 2018***
- *Thesis publication: Agent-based Crowd Simulation Model in a Gaming Environment*

Beijing University of Technology   **Beijing, China**
- *B.SE* in ***Digital Media and Design, June 2015***

MASTER THESIS & PROJECT

Agent-based Crowd Simulation Model in a Gaming Environment   ***May – Oct 2017***

- Thesis and project is based on the idea of using 3D engine to create a group of people with individual differentiations on both appearances and behaviours (especially on stampede simulation) to study the agent-based crowd simulation
- Created a novel method for auto-generating 3D agents with differentiation on appearance (DAGM), finished all 3D-models in Autodesk Maya and behaviour control system was created in C# with minimized system usage
- Designed a collision system that can dynamically calculate surrounding information for each agent
- Applied an obstacle system that can be interacted by walking agents

- The project is able to render over 1000 customized agents, at realtime, with path-finding ability and can actively analyze and avoid buildings as well other agents
- Paper according to this project was published on IEEE conference ICMCS'18 (Paper ID: 64)

PROFESSIONAL EXPERIENCE

Graduate Assistant
University of Windsor, Windsor | ON   *Sept 2016 – Dec 2016*
Intro to Multimedia Systems(60-350)
- Conducted 90 minutes of weekly laboratory experiments
- Guided 20 students working in Photoshop to create 2D designs
- Supervised and assisted students with finishing course exercises in the lab to avoid any misunderstanding
- Opportunely marked students assignments
- Customize feedback to each student to improve their learning quality

Graduate Assistant
University of Windsor | Windsor, ON   *Jan 2017 – Apr 2017*
Computer Architecture II: Micro. Program(60-266)
- Led laboratory experiments two times per week for one semester
- Assisted 40 students to set up coding environment in visual studio with every student finished their setup in the first lab
- Guided all student finished every coding tasks on assembly language
- Answered to students who have more problems and an individual assistant was provided when it is needed

VOLUNTEER EXPERIENCE

Tech Wizard
Educational Developers' Caucus Annual Conference | Windsor, ON   *Feb 2016*
- Agilely deployed devices (computers, projectors, remote controllers, lighting systems) in more than six conference rooms within one hour, before the commencement of the event to ensure a successful start for the presentations
- Stayed alert at all times during the conference proceeding and quickly presented troubleshooting on an out-of-order projector to ensure meeting efficiency

References Available Upon Request