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| Kan xu  · 310-254-0423  xukanxukan@gmail.com ·  https://www.linkedin.com/in/xu-kan-80a442a/ |
| 15 years’ experience working on 3A video games. Having a great passion to make the best game experience. |
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# Experience

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| 2012 – presentgame programmer, **naughty dog**  * Use motion matching tech to implement top industry quality, data driven player locomotion system, including running, walking, swimming, etc. * Maintain ND in-house motion matching system with other programmers. * Implement player weapon related behaviors and animations. * Develop core player combat mechanisms like shooting, guns, bow, throwing behavior, etc. * Develop in game camera system, which seamless transitions between gameplay camera and cinematic camera. * Collaborate with designers to prototype and implement new creative ideas. (Ex. Guitar minigame) * Support animation team to simplify their workflow. * Do profiling and optimize various gameplay systems.   **PROJECTS**:   * The Last of Us Part II * Uncharted: The Lost Legacy * Uncharted 4: A Thief’s End * The Last of Us PS4 * The Last of Us PS3 * The Last of Us: Left Behind |
| 2005 – 2012game programmer, **ubisoft shanghai** Working on AI/Enemy behaviors and maintain in house path-finding engine.  Develop various tools to improve artists workflow.  **PROJECTS**:   * I Am Alive * Cloudy with a Chance of Meatball * Tom Clancy End War * Tom Clancy Splinter Cell Double Agent, Xbox |

# Education

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| 2002-2006software engineering, fudan university, SHANGHAI |
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# Skills

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| * Language: 15+ C/C++ years * Strong Vector Math / Linear Algebra * Good knowledge of game engine * Experienced in profiling and optimizing code * Thinks as Game Design * Good analytic and problem-solving skills * Fine with big codebase and be practical to improve code quality (refactoring). |

Naughty Dog is one of the best video game studios in the world. We always push our limit to create games which touch people.

As a programmer, I have passion to make top quality software which let our talented designers and artists to achieve their goals.

Also, I am very interested in cutting-edge technology in our industry.