

Lixin Zhu

611 Epworth pl Unit 010611, Durham, 27707, North Carolina Mobile: (+1) 9196976875 & E-mail: lz284@duke.edu

EDUCATION

Fudan University (FDU)

Bachelor of Engineering in Software Engineering

Shanghai, China

09/2020-06/2024

Duke University

Master of Game Design, Development and Innovation

Durham, U.S.A.

08/2024-now

INTERNSHIP EXPERIENCE

Perfect World Co., Ltd., Shanghai, China Intern | Technical Development Department

07/2023-08/2023

- Used the Unity engine to develop a system for placing and inspecting firearms in their application.
- Employed the Vue2 framework to build associated web pages to show the system.
- Effectively collaborated and completed work in a team of 30 within a department of around 200 people.

PROJECTS EXPERIENCES

Thali By Scale Back Studio

9/2024-now

- Working as tech lead for a RPG game I design the overall project structure and assigned tasks.
- Evaluate the feasibility of features and technical implementations and provide guidance.
- Work as combat designer to focus on combat rules and quality.

Collision Star Independent Project

<https://youtu.be/YJECfxrV36Y>

8/2023-10/2023

- Designed a 2D multiplayer game using Unity and C# blending strategy and adventure.
- Allowing players to cooperate or compete with a unique scoring system.
- Implemented multiple cameras for map display and player-object interaction in different game phases.

Plague Town Independent Project | Fudan's Undergraduate Research Opportunities Program

3/2023-3/2024

<https://github.com/xxsKyrreZLX/PlagueTown>

- Developed a simulation game using Unity and C# where players manage a town during a disease.
- Designed the SIR model for realistic transmission while maintaining game balance.
- Created mechanics for decision impact and balanced progression.

Developing an Art Trading Website Independent

3/2022-6/2022

- Built an art trading website with account, transaction, and selling systems.
- Designed user-friendly pages with HTML, CSS, and JS; implemented responsive design.
- Developed a secure back-end with PHP and MySQL for data management.

CUDA parallel computing to optimize Monte Carlo method calculations for Ising model Independent

2/2024-6/2024

- Developed a simulation to model magnetic behavior and state changes in 2D Ising model Using C and cuda.
- Parallelized computations using GPU for enhanced performance.
- Utilized data visualization to present model behavior and results.

ADDITIONAL INFORMATION

Language Skills:

Mandarin Chinese (Native), English (Fluent, Professional Proficiency)

Expertise in Video Games:

Esports Achievement: Captained a team that secured the championship in the 8th edition of the CSL Heroes of the Storm tournament in 2019. This tournament, organized by Netease, represented the highest level of competition and prize recognition for the year, marking a significant achievement in the esports community.

Other Honors & Awards: The Scholarship for Outstanding Undergraduates at Fudan University, 2021-2022

Linkedin : <https://www.linkedin.com/in/lixin-zhu-9ba085310/> **Portfolio :** <https://xxskyrrezlx.github.io>