

Lixin Zhu

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SKILLS

Programming Languages & Technologies: C/C++, C#, Cuda, SQL, Python, WebGL, Javascript, Unreal Engine, Unity

Version Control: Git, P4V, Plastic SCM

Language Skills: Mandarin Chinese (Native), English (Fluent, Professional Proficiency)

WORK EXPERIENCE

Innovation Co-Lab	Part time XR Game Developer	2/2025-present Durham, NC
<ul style="list-style-type: none">Assuring quality and debugging for existing Unity VR games.Ensuring game content compatibility with engine versions and VR devices.Gaining experience in VR game development, hardware devices, and performance.		
Thali, Scale Back Studio	Student studio Tech lead	9/2024-present Durham, NC
<ul style="list-style-type: none">Working as the tech lead and combat designer for a Unreal RPG gameDesigning the project gameplay framework and structure and assigning tasks to the group.Evaluating the feasibility of features and technical implementations and provide guidance.Developing modular code using abstraction and inheritance to implement skills and effects.		
Perfect World Co., Ltd.	Intern Technical Development Department	7/2023- 8/2023 Shanghai
<ul style="list-style-type: none">Used the Unity engine to develop a system for placing and inspecting firearms in their application.Employed the Vue2 framework to build a web app to show the system.		

EDUCATION

Fudan University	Shanghai, China
<i>Bachelor of Engineering in Software Engineering</i>	9/2020- 6/2024
Duke University	Durham, U.S.A.
<i>Master of Game Design, Development and Innovation</i>	8/2024- 5/2026

PERSONAL PROJECTS

Pirate Assassin	C++, Unreal	https://xxskyrrezlx.github.io/	9/2024-2/2025
<ul style="list-style-type: none">Developed a comprehensive movement system with like lean running, climbing and vaulting.Implemented a combat system with melee attacks, archery, blocking and skills.Developed a quest and save system to manage game progression and data.Developed an inventory system for collecting loot through exploration, combat, and quests.			
Collision Star	C#, Unity	https://youtube/YJECfxrV36Y	8/2023-10/2023
<ul style="list-style-type: none">Designed a 2D multiplayer game using Unity and C# blending strategy and adventure.Allowed players to cooperate or compete with a unique scoring system.Implemented complex gameplay mechanics to ensure the rule works correctly.			
Plague Town Fudan's Undergraduate Research Opportunities Program	C#, Unity		3/2023-3/2024
<ul style="list-style-type: none">Developed a Unity and C# simulation game 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.			
CUDA parallel computing to optimize Monte Carlo method calculations for Ising model			2/2024-6/2024
<ul style="list-style-type: none">Developed a simulation to model magnetic behavior and state changes using C and Cuda.Implemented parallelized computations used GPU for enhanced performance.Utilized data visualization to present model behavior and results.			

Esports Achievements: Captained the team that won the 8th edition CSL Heroes of the Storm Tournament in 2019