Lixin Zhu

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EDUCATION

Fudan University (FDU) Shanghai, China
Bachelor of Engineering in Software Engineering *09/2020-06/2024*
Duke University Durham, U.S.A.
Master of Game Design, Development and Innovation *08/2024-now*

Work EXPERIENCE

Innovation Co-Lab, Durham, NC, U.S.A. Part time | XR Game Developer *02/2025-now*

- Designed and developed VR games using Unity/Unreal Engine.
- Ensured game content compatibility with engine versions and VR devices.
- Provided guided tours and support for VR game testers.

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.

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

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