

Ge Zhu

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Portfolio: <https://yiulix.github.io>

Education

Northeastern University, Boston, MA

May 2019

Master of Science in Game Science and Design

GPA: 3.8

Hong Kong University of Science and Technology (HKUST), Hong Kong

May 2017

Bachelor Degree in Computer Science and Engineering

- Outstanding performance in COMP4451 Computer Graphics with an A+

Project Experience

Gloabl Game Jam 2018

Jan. 2018

- Work in a 5 students group
- Develop a game from zero in one weekend.

Real-time emotion sensing in a mobile game (final year thesis)

Sept. 2016-May 2017

- Enabled real-time feedback of a game to player's emotions
- Trained data to get own emotion categorize model
- Used OpenCV and Dlib to realize real-time emotion detection

Localization using PTAM algorithm (UROP in HKUST)

Sept. 2014-June 2015

- Self-taught the file system and common operations in Linux OS
- Configured ROS and the camera calibration to run the PTAM algorithm
- Mastered the usage many useful learning tools, e.g. vim, MS Visual Studio

Related/Volunteer Experience

Indie game development (self-developed projects)

June 2016-Present

- Learned C# and Lua
- Developed several games, detailed in portfolio above

Internship in CISCO Systems (China) Networking Technology in Beijing

May-June 2016

- Installed the new administration software for the customer server
- Proposed running a virtual machine on cloud and tested it using Ravello and tested on PC

Volunteer work in mainland China

June-Sept. 2015

39 hours of volunteer work, including but not limited to:

- Helped blind student in Beijing School for the Blind to attend lectures
- Helped as the stretcher man in medical care team in a soccer match

Skills

Programming Language: C++, C#, Lua

Software: Unity 3D, Microsoft Visual Studio, Maya, Adobe Photoshop, Microsoft Office Suite

Language: Native Mandarin, Fluent in English