Ge Zhu

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Education

Northeastern University, Boston, MA	**May 2019**

Master of Science in Game Science and Design
GPA: 3.5

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+

Research Experience

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

Emotion sensing on wearable device (UROP in HKUST)	**June-Aug. 2016**

• Self-taught Java language and the usage of Android Studio, including Gradle, SDK, and NDK
• Wrote Android code to connect a USB camera to an Android device

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

C++, C#, Lua
Unity 3D, Microsoft Visual Studio, Maya, Adobe Photoshop, Microsoft Office Suite
Native Mandarin, Fluent in English