Resume

Zhe Zhang

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Profile

Name: Zhe Zhang
Birthday: 2/18/1981
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Education

Degree: Bachelor
Major: Computer Science
University: Beijing University of Technology

Experience

Aug/2011 — Now   Glu mobile

Making ios games using cocos2d-x which is a 2d rendering engine.

Begin to learn objective-c, ios SDK relative developments and technologies. Frequently use git and github. Will learn some knowledge about computer graphics, cocos2d-iphone, GLKit, GLES2.0. Unfortunately, I got a lower use rate of Emacs, but begin to use XCode. Will use Emacs more as soon as I get enough familiar with Mac development.

Jul/2010 — Jul/2011   Netease 01 Studio

Develop online webgame "San Guo Tian Xia" using Lua script.

Begin to learn Lua, TEX, and begin to use Emacs frequently. Know and Think about and Focus on bwapi relative projects in my spare time. Begin to learn basic algorithm and mathematics. Learn from Compilers and abstract programming language properties. Begin to aware of FP programming and abstract algebra. Begin to use Mac OS X.

Aug/2008 — Jun/2010   Maggi

Develop MMO semi ACT/ semi RPG game using BigWorld engine which is a network middleware.

Begin to develop games. Begin to learn to use Python script. Use Emacs frequently. Begin to learn and focus on game AI. Latter half of that time, I concentrated on developing NPC decesion making system using GOAP(Goal Oriental Action Planning).

Jan/2004 — Aug/2008

Participate in serveral projects in China Software.

Making typesetting system in Founder International.

During these time, I like learning Standard C++. More clear with STL and Boost.

Most Important Books For Me TOP10

As section title, There are some books important to me or make me feel astonished. Value and rank is not relative to the order of the list.

"Ruminations on C++"

"C++ Common Knowledge"

"Modern C++ Desing"

"Inside the C++ Object Model"

"Concrete Mathematics 2/e"

"3D Math Primer"

"Elements of Programming"

"The TeX book"

"Version Control with Git"

"CODE"

Other Reference

Github Account: zhangjiji

Projects, gists, wikis, octopress blogs, As time Accumulate I believe it will get well and rich of contents.

Referrals

Wish can partcipate in AIIDE Starcraft AI war

Make games by myself.

AI, Compilers, Computer Graphics, Mathematics, Algorithms. I am interested in all of them, wish a big promotion on them.