Portfolio:
https://zixin.netlify.app/

Charles Zhang

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Education

University of Pennsylvania **Philadelphia, PA** **Fall 2020 – May 2022**

- M.S.E. in Computer Graphics and Game Technology

Languages and Technologies

- **Programming/Scripting:** C++, HLSL, Python. **APIs:** Win32/DirectX 12, CUDA C. **Tools:** Pix, RenderDoc.

Work Experience

Software Engineer, Graphics **Blizzard Entertaimenttttttttttt** **2022 - Present**

- Worked as a graphics engineer to improve and advance the proprietary, C++ graphics engine of Diablo IV. Lorem ipsum dolor sit amet, consectetur adipiscing eli. ecto beatae vitae dicta sunt explicabo. Nemo enim ipsam voluptatem quia voluptas sit aspernatur aut odit aut fugit,
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Open Source Projects (see more projects at https://zixin.netlify.app/)

Draco Hobby Graphics Engine **C++, Win32/DirectX12, CUDA C** **2020 – Present**

- Working on a modern and efficient OpenGL 4.6 based graphics engine. Lorem ipsum dolor sit amet, consectetur adipiscing eli. ecto beatae vitae dicta sunt explicabo. Nemo enim ipsam voluptatem quia voluptas sit aspernatur aut odit aut fugit,
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Deep Learning for CG **Python** **2023 – Present**

- CreativeAI: Deep Learning for Computer Graphics. Lorem ipsum dolor sit amet, consectetur adipiscing eli. ecto beatae vitae dicta sunt explicabo. Nemo enim ipsam voluptatem quia voluptas sit aspernatur aut odit aut fugit,
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