

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

CHARLES ZHANG

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EDUCATION

University of Pennsylvania	Philadelphia, PA	Fall 2020 – May 2022
<ul style="list-style-type: none">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 Entertainment	2022 - Present
<ul style="list-style-type: none">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,Worked as a graphics engineer to ship 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,Worked as a graphics engineer to ship 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,Worked as a graphics engineer to ship 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,Worked as a graphics engineer to ship 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,		

OPEN SOURCE PROJECTS (SEE MORE PROJECTS AT [HTTPS://ZIXIN.NETLIFY.APP/](https://zixin.netlify.app/))

Draco Hobby Graphics Engine	C++, Win32/DirectX12, CUDA C	2020 – Present
<ul style="list-style-type: none">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,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,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,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,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,		

Deep Learning for CG	Python	2023 – Present
<ul style="list-style-type: none">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,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,		