Zizhun Guo

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Education

08/2016 - present:	**Rochester Institute of Technology(RIT)**	Rochester, NY
	M.S. in Game Design and Development (Expected in May 2018)	U. S
	GPA: 3.65/4.00	

09/2012 - 06/2016:	**Chengdu University of Information Technology(CUIT)**	Chengdu, SC
	B.E. in Electronic and Information Engineering	China
	GPA: 3.14/4.00	

Skill

Programming: C#(1.5 years), Markdown, C (2 years), C++, Assembly

Software: Visual Studio(1.5 years), Unity3D (1.5 years), Sublime Text, Microsoft Office, Unreal Tournament Editor, Git/Source Tree, Premiere Pro, MATLAB

Languages: Chinese (Native Proficiency), English (Professional Proficiency)

Project Experience

08/2017 - present

Cat Kart (Graduate Design Capstone Project)
Network developer charging for implementing UNET (Unity3D Network) HLAPI (High-level API) to game including all technical parts and part of design. Mainly fixing network transmitting issue which cause game-object getting stutter, and optimizing smoothness of gameplay by enhancing codes structure and codes efficiency.

10/2017

Subsumption Architecture Implementation (AI)
A game scene for simulating implementation of Subsumption Architecture by involving multiple steering behaviors, such as Pursue, Flee, Obstacles avoid, Seek, and so forth. The program can run parallel to determine which behavior the character should present.

11/2017

Genetic Algorithm Implementation (AI)
A game scene for simulating implementation of Genetic Algorithm that includes components of Crossover, Mutation, Population selection, Fitness function and so forth. Spaceship as individual of each generation has a list of positions info which represents its chromosome.

01/2017 - 05/2017:

BladeBeats (Audio processing)
Using .NET audio API called NAudio to capture PCM encoded data from audio source, and using Beat Detection Algorithm (comparing instant sound energy with average sound energy) to processing data, then implement it into VR Martial Arts scripts. The algorithm can be used for hitting target spawning system that targets spawn following the tempos of BGM.

Honor/Activity/Work

08/2017 - present	Cashier and stock at on-campus Snack Shop Bytes (Improve conversation skill)
07/2017-08/2017	Solo adventure to Atlanta, Nashville and New Orleans.
03/2017	Solo adventure to San Francisco for Student Expo at GDC 2017
08/2016 - 05/2017:	Rochester Institute of Technology(RIT) Graduate Scholarship
01/2016 - 02/2016:	Travel to Paris France and Florence, Milan, Rome Italy
12/2013 – 12/2015:	Second Class Scholarship of CUIT (awarded to less than 10% of CUIT students)
10/2013:	17th National English Debate Contest for College Students-Third Prize of West China Division