

ZHENG SONG

3335 South Figueroa st, university gateway 415

Los Angeles, California 90007

(312) 383-8262 • zhengs@usc.edu

EDUCATION

University of Southern California

Computer Science specialize with game development

Master of Science

Los Angeles, CA

August 2018

South China Agriculture University

Computer Science

Bachelor of Science

Guangzhou, China

June 2012

TECHNICAL SKILLS

Programming languages: C#, C++/C, java

WORK EXPERIENCE

MingChao Interactive Co., Ltd

Guangzhou, China

Unity Game Programmer

Nov 2015 – May 2016

- Working on a team of more than 50 people to build MMOARPG 3D web game.
- In charge of developing chatting module, market module, etc.
- Develop an effect editor for the artist.

PROJECT EXPERIENCE

Title: Shooting game

Prime Engine is a basic game engine used in my Game Engine Development course. I extend it with frustum culling, simple physic system, particle system and finally build a shooting game.

- using C++ to build;

Title: small MOBA game

This game is built alone by imitating league of legends using unity engine. Server was built by C#.

- using c# to build a server and design protocol to communicate with the client.
- using unity game engine to build client and separate modules to deal with different logic.

Title: 2D platform unity game

A 2D platform game was developed by myself. The game has three stages with a BOSS fight and also have storytelling. Character abilities can be upgraded and character can change its states to use different attack modes.

LinkedIn: <https://www.linkedin.com/in/zheng-song>