

Xuhao Du

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OBJECTIVE

To obtain a full-time programming role in game industry.

EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC), Pittsburgh, PA
Master of Entertainment Technology

May 2020

University of Science and Technology of China (USTC), Hefei, China
Bachelor of Engineering in Computer Science

June 2018

Relevant Coursework: Building Virtual Worlds, Game Design, Computer Graphics, C Program Design, Data Structures, Foundations of Algorithms, Computer Networks, An Introduction to Database Systems, Operation Systems, Fundamental of Artificial Intelligence, Software Engineering, Computer Organization, Computational Methods, Computer Architecture.

SKILL

Languages: C++, C#, C, Java, Python, JavaScript.

Spoken Languages: Mandarin, English, Japanese.

Applications: Unity, Unreal 4, Visual Studio 2017, VS Code, CLion, PyCharm, Dev C++, Eclipse, Adobe Premiere, Microsoft Office.

ACADEMIC PROJECT

Cybersecurity Competition, Programmer, ETC, Pittsburgh, PA, Fall 2019

- Collaborated with CMU Software Engineering Institute to build an escape room like game interface.
- Implemented prototypes in Unity for team to polish the design.
- Built game structure to combined cybersecurity challenges and game puzzles.
- Successfully handed the product to the competition and used for streaming.

Fred Rogers Center, Programmer, ETC, Pittsburgh, PA, Spring 2019

- Collaborated with designers and artists to make an experience for the Fred Rogers Center.
- Used C# to implement interactions and networking in Unity.
- Completed several prototypes and kept on iterating on programming and design.
- Successfully installed the kiosk with our experience in the Fred Rogers Center.

Building Virtual Worlds, Programmer, ETC, Pittsburgh, PA, Fall 2018

- Implemented 5 two-week projects through prototyping, development and collaboration with artists, sound designers and producers.
- Maintained strong communication with individuals from diverse backgrounds.
- Used non-traditional platforms to implement games, such as HTC Vive and Meta 2.
- Designed and prototyped game mechanics and interactions in Unity.
- Incorporated playtests and feedbacks for iteration.

PERSONAL PROJECT

Global Game Jam, Programmer, Pittsburgh, PA, January 2019

- Created a novel collaboration PC game in two days within a four-person team.
- Implemented basic mechanisms and interactions in Unity.
- Received strong positive receptions during the showcase session.

EXPERIENCE

Carnegie Mellon University, Spring 2020

Graduate Assistant, Alice Adventure Project

- Reviewed code for Alice Adventure Project.
- Fixed bugs and added new features for application using JavaScript.