Zhaoxiang Luo

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EDUCATION

Chongqing University   Chongqing, China

Bachelor of Engineering, Computer Science and Technology   **Sept 2015 – June 2019**

- Overall GPA: 3.69 / 4.0, Major GPA: 3.78 / 4.0
- **Relevant Coursework**: Introduction to Game Development, Game Development Techniques, Computer Graphics, Operating System, Software Engineering, Data Structure, Compiler Principle, Algorithm Analysis and Design

WORK EXPERIENCE AND INTERNSHIPS

ZuoBuLai Game Studio   Chengdu, China

Game Programmer   **Sept 2019 – Present**

- Work as an game programmer in ZuoBuLai Game Studio, a startup indie game studio & company.
- Collaborate with other studio members to develop a grand strategy game that focus on the history of ancient China from Zhou Dynasty to Han Dynasty.
- Designed and implemented several important game features and mechanics including a battle status calculation component, a military troop recruiting & planning component and several graphics-related features .

NetEase, Inc.   Hangzhou, China

Game Programmer Intern at Leihuo Studio   **Oct 2018 – Apr 2019**

- Participated in daily development tasks of *QianNv Mobile*, a 3D MMO RPG Game developed by Thunder Fire Studio of NetEase, including implementing new game features, fixing critical bugs, and optimizing game performance.
- Developed several new game features including designing and implementing a QTE (quick time event) system framework in the project, implementing several UIs and several construction-related gameplay features.

PROJECT EXPERIENCE

Game Jam Project "Time Space Leaper"   **Oct 2019 – Nov 2019**

Team Leader(designer and developer)

- A 2D platformer puzzle-solving game about time manipulation and parallel universe. It was developed in seven days for the game jam "*Game Off 2019*" hosted by Github and published on *itch.io*.
- The core mechanic of the game is to allow the protagonist to travel to the parallel universe that is several seconds earlier and utilize the "former self" and the time gap to solve puzzles. Six levels were designed in our game based on this mechanic.
- Implemented the time state management system to support the "travel to parallel universes" game mechanic and implemented special visual effect shaders to make the time warp effect.

RimWorld Game Mod "Preemptive Strike"   **June 2018 – Sep 2018**

Independent Developer

- A mod for the game *RimWorld*. Published on Steam Workshop, this mod got nearly 40k subscribers and downloads and has been translated into five different languages.
- An overhaul of the incident system in the vanilla game, making the related game mechanics more realistic and offering players more interesting and fun strategic choices in this system.
- Decompiled the binary file to read the vanilla game's code structure and logic (permitted by the game author), and injected my code into the original game.

A First-Person Shooter Game with OpenGL   **Oct 2017 – Jan 2018**

Independent Developer

- The final project of Computer Graphics course. Implemented a Model Renderer with OpenGL and wrote Shader scripts with GLSL and then fleshed it out to be a simple FPS game.
- Implemented the basic rendering function including a FPS-style movable camera, lighting with Blinn-Phong shading model, and using shadow maps for realistic shadows.

- Also implemented some other computer graphic techniques, including SSAO, anti-aliasing with MSAA, supporting HDR and bloom.
- Implemented the two different render approaches with forward rendering and deferred rendering

HORNORS AND AWARDS

Honorary title of "Outstanding Graduate of Chongqing University"	2019
Honorary title of "Merit Student of Chongqing"	2018
Silver Medal, ACM-ICPC Asian Regional (Xi'an Site)	2017
Scholarship from Shenzhen SEASKYLAND Technologies CO., LTD.	2017
Chinese National Scholarship	2016
First Price, National English Competition for College Students	2016
Honorary title of "Excellent Student of Chongqing University"	2016

SKILLS

Programming: C/C++, C#, Lua, GLSL, HLSL, OpenGL, MATLAB,

Tools & Platforms: Unity, Blender, MySQL, Redis, Visual Studio, Intellij IDEA, Git, SVN