Xuefan ZHOU

Email: xzhouak@gmail.com | Mobile phone: 1-(412)-482-0659 | Portfolio: xuefanz.weebly.com

EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC) **Pittsburgh, PA, USA**
Master of Entertainment Technology May 2019

The Hong Kong University of Science and Technology (HKUST) **Hong Kong, China**
Bachelor of Engineering, Computer Science, First Class Honors May 2017

Rensselaer Polytechnic Institute (RPI) **Troy, NY, USA**
Exchange Student, Computer Science Spring 2016

EXPERIENCE

Software Engineer, Stadia, Google 09/2019 – present **Mountain View, CA**
*Lab (Star Lab), Stadia internal R&D team
- Explored innovations in technology to discover transformative gameplay experiences only possible on Stadia
- Worked in an interdisciplinary team to apply Google technology to games
- Main project: a table-top card game Chimera with generative arts and ML agent presented at GDC 2020
- Skills: brainstorm, prototype, game design, Unity development, C#, C++, protobuf

Central Tech, Stadia Games & Entertainment
- Combined tools with Google infrastructure to empower game development at Stadia
- Worked on a command-line tool that automates third-party packages management as a main contributor
- Integrated game sound banks generation with our CICD system
- Skills: design doc, perforce, tools development, go, bazel, protobuf

Virtual Reality Game Programming Intern, Spaces, 01/2019 – 05/2019 **Burbank, CA**
- Designed and implemented VR interactions for the multiplayer location-based VR experiences
- Made gray-box prototypes and iterated the gameplay with senior designers
- Skills: prototype, interaction design, Unity development, C#, performance improvement, haptic hardware integration

Software Engineer Intern, Technology Development Group, Apple, 05/2018 – 08/2018 **Sunnyvale, CA**
- Developed internal prototypes for geographic location anchor with ARKit research team
- Worked with multiple Apple frameworks and implemented new functions for internal library
- Skills: prototype, iOS app development, ARkit, Xcode, Swift, Metal shader programming, C

ACADEMIC PROJECTS

Game Designer and Programmer, Simtopia, Maxis Studio, Electronic Arts (EA) Fall 2018 **ETC**
- Designed and implemented a VR sandbox space station building and simulating experience
- Built prototypes, organized playtests and iterated on the gameplay design

Game Designer and Programmer, Building Virtual Worlds projects, Fall 2017 **ETC**
- Fast-prototyped 5 interactive game projects each in 1-3 weeks on various platforms such as HTC Vive (VR), Oculus Touch (VR), Microsoft HoloLens (AR/MR) and Kinect
- Delivered two projects in the ETC annual public festival, including room theming and guest reception

Game Designer and Programmer, VR Music Game with Leap Motion, Fall 2016 - Spring 2017 **HKUST**
- Created a VR music game with Google Cardboard, Leap Motion and Arduino Board in a team of 3
- Designed, prototyped and tested multiple UI menus and game interactions

Advanced Game AI with Machine Learning, Spring 2016 **RPI**
- Learned and implemented game playing AI agents using different ML algorithms to play the Mario game
- Individual research on online Tetris AI agent contests using rule-based and reinforcement learning

Research Assistant, Software Lab, Summer 2015 **HKUST**
- Data process and analysis to assist PhD students in the lab with their research topics

OTHER SCHOOL COURSES

Visual Story: made short films and music videos, **Improvisational Acting**, **Digital Art Design** with Adobe Photoshop and Illustrator, **Machine Learning** with Python, **Computer Graphics** with OpenGL, **Image Processing** with Matlab, **Computer Music** with ChucK: created an interactive music experience,