

Guoliang "Ted" Zhu

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OBJECTIVE

I'm a programmer with high problem-solving and design abilities, seeking **Programming Internship** in 2013 summer.

EDUCATION

Master of Entertainment Technology *Pittsburgh, PA, 08/2012-Present*
Entertainment Technology Center (ETC) - Carnegie Mellon University (CMU)
Bachelor of Science in Computer Science *Beijing, China, 09/2008-06/2012*
Peking University (PKU)

SKILLS

Programming:	C/C++	C#	Python	Java	VB/VBA
Graphics & Game Dev:	Unity 3D	OpenGL	DirectX	HLSL	
Web & Mobile:	HTML5	JavaScript	WebApp	SQL	Android
Design:	Game Design	Typography	Sound Design	UI & Web Design	
Language:	Chinese (Native)	English (Proficient)	Japanese (Beginner)		

EXPERIENCE

Programming Intern, NetEase Interactive Entertainment Limited *Guangzhou, China, 06/2011-08/2011*

- Studied MMO game architecture.
- Researched real-time GPU water simulation for varying hardware conditions. Studied and improved water simulation shaders in state-of-the-art game engines.

Programming Intern, Beijing DigiMobiStudio Co., Ltd *Beijing, China, 05/2011-04/2011*

- Researched real-time image search on mobile devices and underlying network architecture.

Teaching Assistant: C++ Programming Language, Peking University *Beijing, China, 02/2012-06/2012*

Assistant Researcher, CNDS Lab Peking University *Beijing, China, 11/2009-06/2012*

Book Reviewer: Algorithms and Data Structures(2010), Peking University *Beijing, China, 12/2009-01/2010*

PROJECTS

picoCTF, Educational Hacking Competition *Pittsburgh, PA, 01/2013-Present*

- Collaborating with the client, CMU Cylab, to host the first *picoCTF* hacking competition.
- Programmer and designer on the team, creating engaging and educational experience aimed at high school students, using HTML5+Javascript, ImpactJS Engine.

Building Virtual Worlds 2012, ETC Course Projects *Pittsburgh, PA, 08/2012-12/2012*

- Designed and prototyped five games, on average each within 2 weeks, on team of 4.
- Programmed game mechanism and interaction using Unity 3D, PS Move, Kinect, etc.
- One world *Floria* was chosen as finale in the BVW Show 2012.

Planet Story, Fight Bullies, Dare to be Digital Game Dev Competition *Beijing, China, 2011, 2012*

- Designed and finished two games with high completeness, each with a team of 4, in 2 months (spare time), using Ogre 3D, Unity3D.
- Both games won Chinese Championships.

SubMatch, TechCrunch Disrupt Hackathon 2011 *Beijing, China, 10/2011*

- Designed the system that helps people know strangers who share bus or subway routes.
- Implemented data gathering and analysis parts and integrated the system within 48 hours.
- Won Sponsor's Choice Award.

MagicEye, Tour Guiding AR System, PKU CNDS Lab Project *Beijing, China, 11/2009-12/2009*

- Developed the server side image searcher and client Android App.
- Implemented algorithm to help visitors identify buildings and places on campus.

AWARDS & ACTIVITIES

Microsoft Research Asia Young Scholar Award *08/2011*
Co-organizer of 2009 Software Freedom Day in Beijing, PKU Computer Association *09/2009*
Volunteer in 2008 Beijing Olympic Games, Qingdao Regatta *01/2008-09/2008*