

EDUCATION

University Of Rochester

Bachelor of Science
in Computer Science 2017 - 2021

Bachelor of Science
in Applied Mathematics 2017 - 2021

PUBLICATIONS

Use of the Information Gap on
Deckbuilding in Hearthstone.
Submitted and accepted by the 3rd
International Conference on Culture,
Design and Social Development

CSDS 2023
1st Author

SKILLS

C/C++/C#/Java/LaTeX/Python/R
MATLAB
Unity 3D
Unreal Engine 5
Figma

COURSES

Data Structure
Design & Analysis of Efficient Algorithm
Computer Systems
Computational Theory
Machine Learning
Honors Calculus
Honors Linear Algebra
Discrete Mathematics
Fractals & Chaotic Dynamics
Functions of Real Variables

LANGUAGE

Chinese(Mandarin)
English
Japanese

WORK EXPERIENCE

ZTE Corporation

XR Team, Software Developer in Unity | 2021.7 - 2023.5 Nanjing, China

AR Mobile App

- Implemented application's UI and logic transition through Unity; realized optimization requests to improve user experience (e.g., operational consistency and user-friendly messages). Fixed bugs and maintained version quality.
- Transmitted user data with the back-end database using HTTP requests and displayed appropriate results on the screen.
- Uploaded pictures to the cloud algorithm to do image recognition; applied matrix calculation to the result so that the models could be loaded on their correct positions.
- Integrated native functions on iOS and android devices to achieve improved performance.

MR Multi-platform App

- Implemented application's UI, logic implementation using Microsoft MRTK in Unity, allowing users to have visible virtual hands with precise movements.
- Developed a complex model disassembling function where users can drag each component to see the model's inside structure, enabling users to develop a clearer holistic understanding of the product.
- Developed mixed reality annotations where users can input an arrow or draw in the space to complete annotations in the virtual world; ensured that these marks could be synchronized with others at the meeting, allowing users to know exactly where the opposite side's problem occurred.

3D Scene App

- Imported a weather plug-in system and can be controlled through API, including the ability to change the time (sun and moon position) and weather to elicit diverse emotions.
- Leveraged the API to get obtain different camera information in the scene and changed the view to allow users to have different meticulous images.

ZTE CLAA

IOT Operating Platform Team, Intern (Java) | 2018.6 - 2018.8 Nanjing, China

- Explored system framework, data base (SpringMVC, MyBatis, MySQL) and the nuances of completing large project work. Then completed system log part using Java under guidance.

PROJECT EXPERIENCE

Re-DDLE as An Indie Game for GMTK Game Jam 2023

Programmer | 2023.7.7 - 2023.7.9 Nanjing, China

- Created a puzzle indie game within 48 hours with a team of 4 for the theme "Roles Reversed".
- Implemented underlying infrastructure through Unity.
- Distributed on itch.io: <https://vvvpollo.itch.io/re-d>

MicroBattle as An Indie Game

Programmer | 2021.1 - 2021.2 Nanjing, China

- Educational Tower Defense game made by a group of 6 where the event's arrangement largely influenced the procedure in order to educate people.
- Designed the core mechanism underlying the game.
- Implemented UI and gameplay comprehensively using Unity.