

# ZHANG KEXUAN

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Add.: University of Leeds, West Yorkshire, Leeds, UK.

## EDUCATION

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- Jiangnan University, Hubei, China** 09/2017-06/2021  
**Bachelor of Engineering, Major in Computer Science and Technology (Software Engineering)**  
Average Score: 84.3/100 Ranking: 18/212  
Relevant Courses: Data Structure and Algorithm, Compilation Principle, Principles of Computer Composition, Computer Graphics, Data Mining, Operating Systems, etc.
- University of Leeds, Leeds, West Yorkshire, UK** 09/2023- 11/2024  
**Master of Science, Major in High-Performance Graphics and Games Engineering**  
Average Score: 74.7/100 (Distinction)  
Relevant Courses: Foundation of Modeling and Rendering, Animation and Simulation, Geometry Processing, High-Performance Graphics, Scientific Computation, etc.
- University of Leeds, Leeds, West Yorkshire, UK** 02/2025- present  
**Doctor of Philosophy (Student), Research Area: Perceptual Graphics**  
Relevant Research Topics: Virtual Reality, Image Inpainting & Warping, Stereo-consistent Rendering, Perception-driven Accelerated Rendering, High-Performance Graphics, etc.

## PUBLICATIONS

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Second Author

Li, S. and Zhang, K., 2021. Mobile remote video surveillance system. *Computer Systems and Applications*, 30(06), pp.82-87. DOI: 10.15888/j.cnki.csa.007939.

## WORKING EXPERIENCE

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- Shanghai Zihao Information Technology Co., Ltd**  
*Game Server Development Engineer* 07/2021-05/2023
- Responsibilities:
- Battle-Buff logic design and realisation
  - Skill pipeline configuration editor production (Unity Editor extension)
  - MongoDB's new features organisation
  - Performance analysis and optimisation of the .NET server
  - .NET 6.0 new features organisation
  - Excel configuration export tool optimisation and new function research and development
  - Jenkins CI pipeline development
  - Roslyn analyser development to ensure the consistency of the code
  - Jira secondary development, based on source code, highly customised function
  - WeChat mini-program development

## PROJECT EXPERIENCE

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- PlanetChaos** 07/2020—08/2020  
*Main program Producer*
- Using Unity to develop a 2D horizontal version of multiplayer war game similar to Worms which was produced by Team17 Digital Ltd
  - Responsible for managing the development cycle, task allocation, client program framework and main logic compilation of the whole project
  - <https://github.com/GeniusGameStudio/PlanetChaos>
  - <https://github.com/GeniusGameStudio/PlanetChaos2>

## Gold Miner Special Edition

*Independent Developer*

06/2022

- Using the Lua game-dev framework Love2D to make a remake of Gold Miner, which was finally run on the game console GameShell (Now it supports more gaming handheld devices).
- <https://github.com/zxzzk115/GoldMiner-Rebirth>

## VRaytracer

*Maintainer, Developer*

05/2023 – 01/2024

- Using C++ to build a cross-platform and multi-threaded ray tracer.
- <https://github.com/zxzzk115/VRaytracer>

## VSoftRenderer

*Maintainer, Developer*

10/2023 – 01/2024

- Using C++ to build a software renderer with a programmable shading pipeline and OpenGL-like APIs.
- <https://github.com/zxzzk115/VSoftRenderer>

## SnowLeopardEngine

*Group Leader, Maintainer, Developer*

02/2024 – 05/2024

- Yet another game engine group project written in C++ with OpenGL 4.6.
- <https://github.com/SnowLeopardEngine/SnowLeopardEngine>

## INTERNSHIP EXPERIENCE

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### Shanghai Zihao Information Technology Co., Ltd

*Intern of Procedure Department*

11/2019--12/2019

- Learned and recorded the basic theory of game development
- Assisted team members in solving technical problems
- Managed and urged the team members to complete the tasks assigned by the company
- Completed the independent design of BoggleGame algorithm
- Used programming language C/C++ to implement the boggle game problem
- Discussed technical questions with the technical director and shared them with the team members

## EXTRACURRICULAR EXPERIENCE

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### 8+1 TEAM

*Leader*

06/2019—09/2020

- Responsible for managing the daily learning contents and routes of the game team
- Responsible for planning the division of labour of the game project
- Responsible for supervising the progress of team members' development projects

### Mobile Internet Technology Association

*Director of the Publicity Department*

06/2018—06/2019

- Responsible for the arrangement of mass organisation publicity
- Responsible for telling the core of publicity work
- Responsible for guiding the installation and use of Photoshop by department members and community members
- Responsible for explaining the relevant concepts and theories of poster production

## HONOURS

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The Provincial Third Prize of the Computer Group Programming Ladder Competition	2018&2019
The Provincial Second Prize in the Blue Bridge Cup Competition	2018&2019
The Provincial Third Prize in the Mechanical Innovation Design Competition with a patent	2020
Bochuang Cup National Undergraduate Artificial Intelligence Design Competition National Grand Prize	2019&2020

## OTHER INFORMATION AND SKILLS

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**Skills:** Proficient in Microsoft Office (Word, Excel, and PowerPoint), Familiar with C/C++、C#、Python、Java programming languages, Familiar with Unity, Godot, Aseprite, GitHub and FL Studio software.

**Language:** Mandarin & English Proficiency, IELTS 6.5 (L5.5 R8 S5.5 W6)

**GitHub Homepage:** [github.com/zzzzk115](https://github.com/zzzzk115)

**Portfolio:** [zzzzk115.github.io](https://zzzzk115.github.io)

**Personal blog:** [zzzzk115.github.io/blog](https://zzzzk115.github.io/blog)

**Linked-in Page:** [www.linkedin.com/in/kexuan-zhang-leeds](https://www.linkedin.com/in/kexuan-zhang-leeds)