

ZHANG KEXUAN

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Add.: Flat 156, The Plaza, Claypit Lane, Leeds.

EDUCATION

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- present

High-Performance Graphics and Games Engineering

Relevant Courses: Foundation of Modeling and Rendering, Animation and Simulation, Geometry Processing, High-Performance Graphics, Scientific Computation, etc.

WORKING EXPERIENCE

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

PlanetChaos

Main program Producer

07/2020—08/2020

- 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.
- <https://github.com/zzxzk115/GoldMiner-GameShell>

VRaytracer

Maintainer, Developer

05/2023 – present

- Using C++ to build a cross-platform and multi-threaded ray tracer.
- <https://github.com/zzxzk115/VRaytracer>

VSoftRenderer

Maintainer, Developer

10/2023 – present

- Using C++ to build a software renderer with a programmable shading pipeline and OpenGL-like APIs.
- <https://github.com/zzxzzk115/VSoftRenderer>

INTERNSHIP EXPERIENCE

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

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

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

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

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

GitHub Homepage: github.com/zzxzzk115

Personal Technology blog: zzxzzk115.github.io/blog

Linked-in Page: www.linkedin.com/in/kexuan-zhang-leeds