Wenzheng Huang   Software Engineer

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SKILLS

- Unreal 4
- Unity 5
- DirectX 11
- PS4 SDK

- C++, C#, Java
- Spring MVC, jQuery
- JavaScript, HTML, CSS
- MySQL, Oracles, SQL Servers

- Perforce, Git
- JIRA
- Adobe After Effects
- FL Studio

EXPERIENCE

Engineer II
Aug. 2018 - Present

Armature Studio, LLC. Austin, Texas, United States

- **Resident Evil 4 VR (Oculus Quest 2):**
  - Integrated original game systems to Unreal Engine including blend shapes, shadows, and IO.
  - Implemented our own shadow pipeline to reproduce the original look and meet performance requirement.
  - Optimized the game system to meet performance requirements for shadows and animations.
  - Made tools to export binary package of the original game and pipelines to replace data.
- **Bayonetta and Vanquish (PlayStation4 and Xbox One):**
  - Contributed to graphics ports and optimizations for both games mainly on PlayStation 4.
  - Delivered platform specific systems for both games on Xbox One and PlayStation 4, including Leaderboard, IO and package streaming.
  - Intergrated middlewares to the newer version that can run on both platforms.
- **Sports Scramble (Oculus Quest):**
  - Developed game features including VR pause and trophies.
  - Modified Unreal 4 source code to fix bugs and meet the performance requirement for Oculus Quest.
  - Ported tools from 3DX MaxScript to Maya Python without previous experience of both languages, which optimized asset pipelines and reduced workload of artists.

Full Stack Software Engineer Intern
Jun. 2015 - Dec. 2015

Shanghai Tongzhen Information Technology Co., Ltd. Shanghai, China

- Developed and maintained website features for business logic using Spring MVC, MySQL, and jQuery.
- Developed internal tools in Java to automate data upload process, eliminated human work.

EDUCATION

Master's in interactive technology | SMU Guildhall, Dallas, Texas, United States   Aug. 2016 - May 2018

Bachelor's in software engineering | Donghua University, Shanghai, China   Sep. 2012 – Jun. 2016

SCHOOL / PERSONAL PROJECTS

Daydream Night Mode (Accessibility Chrome Extension)
1 month, 2019

Chrome Extension | Personal Project

- Used CSS and JS scripts to achieve reverted webpage color with adjustable contrast while keeping most of the media element still in the right color.

Using Computer Vision to Identify Player Inputs on Street Fighter 5 (Thesis)
5 months, 2018

OpenCV | School Project | Graduate Thesis

- Used OpenCV to train classifiers to identify character motions in an image sequence of replay.
- Map identified motion to player input timeline for and reproduce in the game.
- Expendable to other game/character with proper samples.

Up in the Air (Open-world Game)
6 months, 2017

Unreal 4 | School Project | Team of 13 (4 Programmers)

- Designed and programmed core gameplay structure and core abilities.
- Used vector field to prototype particle effects for more dynamic particle flows.
- Implemented mechanisms for mini-games according to design documents from level designers.