# XUCHEN HE

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## WORK EXPERIENCE

**09.2021 – Current**
Full Time

**Junior Programmer** — Climax Studios, UK

Worked on an unannounced AAA game on the Xbox platform, based on own game engine. Mainly working on GPU shader optimizations, memory optimizations, Xbox environment set up and gameplay inputs.

**07.2019 – 08.2019**
Summer Internship

**Server developer** — Qihoo 360 Technology Co. Ltd., China

Developed an online word processing, keyword extraction and classification tool using C++ with Redis and Fasttext. Learning and experimenting MapReduce using Hadoop.

**07.2018**
Summer Internship

**Junior developer** — Shanghai Denglin Technology Co. Ltd., China

Analyzed the calculating algorithm and mining principle of virtual currency. Found the best open source Mining software for Ethereum, Monero and Zcash and analyzed mining principle.

## EDUCATION

**2020 – 2021**

**High-Performance Graphics and Games Engineering MSc** — University of Leeds
**Grade:** Merit
**Gained skills:** OpenGL ,Vulkan, and Ray tracing Pipeline. Mesh processing. Load, display and modify motion capture files. Water and Cloth simulation. Game engine development.
Did a museum crowd simulation tool using Unity 3D engine.

**2017 – 2020**

**BSc Computer Science** — The University of Manchester
**Grade:** Upper second-class
**Main courses:** Algorithms and Imperative Programming, Advanced Computer Graphics, Computer Vision, Machine Learning, AI and Games.

## CODING SKILLS

**C++ -** AAA game development experience and also OpenGL/Vulkan development using C++.
**Java/Python -** Android development, data analysis, media (sound and image) processing, Image classification.
**Matlab -** Linear algebra. Image recognition.

## ADDITIONAL SKILLS

**Unity 3D / Unreal 5 -** Built a museum crowd simulation tool.
**Blender**
**Perforce and other version control tools**
**Qt and other GUI toolkits**
**Adobe Photoshop and Adobe Premiere**

## OTHER EXPERIENCES

**08.2016 – Current**

**Video Editor, Photographer and Content Creator** — MOON CREW Transnational Literary and Artistic Salon

Working on video editing and also publishing my own articles and videos.

**02.2018 – 06.2020**

**Design and Photography group leader** — One Chinese Drama Society at The University of Manchester

Filmed videos and edited using Adobe Premiere, made posters. Opened video editing courses for new members. Managed official YouTube and Bilibili account.

**07.2019**

**Volunteer** — "3rd Sike Qieman Cup" football match

Developed official mini-program (mini-program on WeChat).

**05.2019**

**UK Reporter** — Tencent Sports

Made "Tencent sports UK Tour" vlog.

## HOBBIES

**Video shooting and editing** - Shooting and editing videos for the One Chinese Drama Society. Currently publishing videos on own social media account.

## LANGUAGES

**Mandarin** - native
**English** - proficient