

Xin Hu | Software Engineer

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Education

New York University

MFA in Game Design,

New York, NY

Expected Graduation: June 2019

University of Science and Technology of China

Bachelor in Computer Science,

Hefei, Anhui

Sep 2013 - June 2017

Technical skills

Languages: C/C++, C#, ShaderLab, JavaScript, HTML, CSS, MEL

Library/Toolkit: OpenGL, Qt, Eigen, CUDA, OpenCL, SteamVR, Vuforia

Software: Unity, Unreal, Visual Studio, Git, Adobe Photoshop, Illustrator, Dreamweaver, Premiere, After Effects, Maya, 3DMax, Blender, Perforce, GIRA

Work Experience

Autodesk Inc.

Intern Maya

Shanghai

July 2016 - Apr 2017

I was responsible for designing and implementing the algorithm for Collision Modifier of XGen Interactive Grooming in Autodesk Maya 2018. I cooperated with colleagues and worked in an international team.

Graphics & Geometric Computing Laboratory

Research Assistant

Hefei, Anhui

Aug 2015 - June 2017

I conducted self-oriented research related to Computer Graphics. I also explored and implemented new algorithms to support my research.

Academic Projects

EGO

Programmer, Technical Artist

New York, NY

Jan 23 - Present, 2018

- Developing a narrative game with 3 teammates using C# on Unity
- Implementing gameplay system and creating shaders/VFX

Gaze Interaction

Developer, Artist

New York, NY

Feb 12 - 19, 2018

- Developed a VR game using C# on Unity
- Applied gaze interaction as the core mechanism

Flip Pop Ripple, Firefly, Zen

Developer, Artist

New York, NY

Oct 10 - Dec 5, 2017

- Developed three games using C# on Unity
- Designed and created animations using After Effects

FrameFab: Robotic Fabrication of Frame Shapes

Researcher, Programmer

Hefei, Anhui

Sep 2015 - Sep 2016

- Designed the algorithm with team members
- Implemented the algorithm using C++

Publication

FrameFab: Robotic Fabrication of Frame Shapes

Yijiang Huang, Juyong Zhang, Xin Hu, Guoxian Song, Zhongyuan Liu, Lei Yu, Ligang Liu.

ACM Transactions on Graphics (Proc. SIGGRAPH Asia), 35(6), 2016.