

# Ke(Kelvin) Zeng

1223 1/2, West Adams Blvd.  
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<b>Education</b>	<b>Jan.2009-Present</b>	<b>University of Southern California Viterbi School of Engineering</b>	<b>Los Angeles, CA</b>
		Master's Degree Candidate in Computer Science, Game Development. GPA: 3.87/4.0.	
	<b>Sep.2006-Jan.2009</b>	<b>Peking University School of Software and Microelectronics</b>	<b>Beijing</b>
		Master's Degree in Software Engineering, Digital Art	
	<b>Sep.2002-Jun.2006</b>	<b>Wuhan University International School of Software</b>	<b>Wuhan</b>
		Bachelor's Degree in Software Engineering	
<b>Project experience</b>	<b>Jan.2010-Apr.2010</b>	<b>Dreamworks Animation Internship Software Engineer</b>	<b>Glendale, CA</b>
		<ul style="list-style-type: none"><li>Development and support of DWA proprietary Animation &amp; Rigging software.</li><li>Responsibilities include porting existing features to a new application framework, troubleshooting critical software issues with various production teams.</li></ul>	
	<b>May.2009-Dec.2009</b>	<b>MTGP Project for ICT, USC Maya Plugin / MEL Developer</b>	<b>Los Angeles, CA</b>
		<ul style="list-style-type: none"><li>The Military Terrain for Games Pipeline (MTGP) project for USC Institute for Creative Technology (ICT) aimed at automatically generating virtual environments from existing terrain data. The result is being used for developing serious games for US Army</li><li>Development of Maya Plug-ins(C/C++), Mel scripts and applications for Auto-Placement, UI, terrain data Importing/Exporting, Environment Packages</li></ul>	
	<b>Sep.2009-Apr.2010</b>	<b>Game Development for Xbox 360 Software Engineer</b>	<b>Los Angeles, CA</b>
		<ul style="list-style-type: none"><li>The Garden (<a href="http://gamepipe.usc.edu/thegarden/">http://gamepipe.usc.edu/thegarden/</a>) is a real time 3D Action &amp; Puzzle Game on the Xbox 360.</li><li>Designing and development of the World Editor. Deployed the game from PC to Xbox 360 and debugging on the console.</li></ul>	
	<b>Jan.2009-May.2009</b>	<b>RA in CGIT Lab, USC Research Assistant</b>	<b>Los Angeles, CA</b>
		<ul style="list-style-type: none"><li>Research and experiment on automatic construction of large-scale virtual environment</li><li>Also in charge of artistic related work, such as modeling, texturing</li></ul>	
	<b>Aug.2008-Jan.2009</b>	<b>Real Time Ray Tracing Plugin for Maya Maya Plugin Developer</b>	<b>Beijing</b>
		<ul style="list-style-type: none"><li>Implemented a Maya plugin to render scene in the viewport in real time</li><li>Real time ray tracing using kd-tree, parallelization</li><li>Implementation with C++, OpenGL, Maya API, OpenMP</li></ul>	
	<b>Jul.2008-Aug.2008</b>	<b>Autodesk Summer Internship OpenGL Developer</b>	<b>Shanghai</b>
		<ul style="list-style-type: none"><li>A small CAD system implemented with MFC and OpenGL</li><li>In charge of the OpenGL module development</li></ul>	
	<b>Oct.2007-Dec.2007</b>	<b>Commercial Flash Website Flash Developer</b>	<b>Beijing</b>
		<ul style="list-style-type: none"><li>A commercial Flash website for a famous packaging company in Beijing</li><li>Development of the whole flash website, including Flash animation, action script and database</li></ul>	

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**Jul.2007-Aug.2007**                      **RTS Game Development**                      **Beijing**  
**Game Programmer**  
▪ A 2D Real Time Strategy game implemented with HGE  
▪ In charge of all the programming work, including Game Core, Network, UI and Display modules

**Mar.2007-Jun.2007**                      **Real Time Dynamic Ocean Surface Simulation**                      **Beijing**  
**OpenGL Developer**  
▪ Generated geometry using Fast Fourier Transform; Implemented ocean surface shader  
▪ Implemented with C++ and OpenGL

## **Technical skills**

- Proficiency in C/C++, C#; Deep understanding in Object-Oriented Design & Programming
- Proficiency in Maya Plug-in, MEL script development; Familiarity with Maya
- Advanced knowledge in Computer Graphics, especially rendering architectures, algorithms, and shader writing
- Solid foundation in data structures, algorithms, systems, and programming
- Proficiency in Python; Familiarity with Unix Operating System
- Familiarity with modern game engines, VBS2, Source
- Advanced OpenGL

## **Languages**

CET-4( Excellent ), CET-6  
GRE: Verbal 530, Quantitative 790  
TOEFL: Reading 28, Listening 26, Speaking 20, Writing 28

## **Volunteer experience**

**Mar 14th-Mar21th 2009**                      **USC ASB to Death Valley National Park**                      **Los Angeles**  
**Environment Preservation Volunteer**  
▪ Invasive plant species removal  
▪ Habitat restoration  
▪ Construction of a fireline around historic park buildings  
▪ Campsite and hiking trail construction

## **Personal Homepage**

<http://www-scf.usc.edu/~kzeng/>  
(My works can be found here.)