

Kelvin Zeng

1223 1/2, West Adams Blvd.
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Cell Phone - 213 300 8076
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Education	Jan.2009-Present	University of Southern California Viterbi School of Engineering	Los Angeles
		Master's Degree Candidate in Computer Science, Game Development GPA: 4.0/4.0	
	Sep.2006-Jan.2009	Peking University School of Software and Microelectronics	Beijing
		Master's Degree in Software Engineering, Digital Art GPA: 3.3/4.0	
	Sep.2002-Jun.2006	Wuhan University International School of Software	Wuhan
		Bachelor's Degree in Software Engineering	
Project experience	May.2009-Present	MTGP Project for USC ICT Maya Plugin / MEL Developer	Los Angeles
		<ul style="list-style-type: none">▪ 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▪ Development of Maya Plug-ins(C/C++), Mel scripts and applications for Auto-Placement, UI, Environment Packages; Importing data from existing terrain data, Exporting data to various game engines; Establishing database for models	
	Jan.2009-May.2009	Research Assistant in USC CGIT Lab	Los Angeles
		Research Assistant <ul style="list-style-type: none">▪ Research and experiment on automatic construction of large-scale virtual environment▪ Also in charge of artistic related work, such as modeling, texturing	
	Aug.2008-Jan.2009	Real Time Ray Tracing Plugin for Maya Maya Plugin Developer	Beijing
		<ul style="list-style-type: none">▪ Implemented a Maya plugin to render scene in the viewport in real time▪ Real time ray tracing using kd-tree, parallelization▪ Implementation with C++, OpenGL, Maya API, OpenMP	
	Jul.2008-Aug.2008	Autodesk Summer Internship OpenGL Developer	Shanghai
		<ul style="list-style-type: none">▪ A small CAD system implemented with MFC and OpenGL▪ In charge of the OpenGL module development	
	Oct.2007-Dec.2007	Commercial Flash Website	Beijing
		Flash Developer <ul style="list-style-type: none">▪ A commercial Flash website for a famous packaging company in Beijing▪ Development of the whole flash website, including Flash animation, action script and database	
	Jul.2007-Aug.2007	RTS Game Development	Beijing
		Game Programmer <ul style="list-style-type: none">▪ A 2D Real Time Strategy game implemented with HGE▪ In charge of all the programming work, including Game Core, Network, UI and Display modules	

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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#/Java; Deep understanding in Object-Oriented Design & Programming
- Proficiency in Maya APIs and Plug-in / MEL script development; Proficiency in Maya, 3Ds Max
- Advanced knowledge in Computer Graphics, especially rendering architectures, algorithms, and shader writing
- Solid foundation in data structures, algorithms, systems, and programming
- 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.)