

Xin Hu

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EDUCATION **University of Science and Technology of China** **Sep 2013 - Jun 2017**
- Bachelor of Computer Science

PROJECT EXPERIENCE **Game Project: CrazyPandas** **Sep 2016 - Present**
- I develop a 3D casual game based on UnrealEngine4.
- It's my individual project with own design, modeling (Maya, Blender) and scripting.

ACM SIGGRAPH Asia 2016: **Sep 2015 - Sep 2016**
FrameFab: Robotic Fabrication of Frame Shapes

- Our team designs a novel algorithm to generate a feasible printing sequence for frame shapes which is structurally-stable and collision-free, then sets up a robotic system to testify it.

- I implement the algorithm (C++, OpenGL), provide rendering figures (Maya) and accelerate this workflow (MEL), and make video clips (Adobe Premier).

Robot Project: Entertainment Robot **July - Sep 2015**

- Our team designs two penguin-like robots for desktop entertainment.

- I design AI logic and appearance, then code on STM32 chips to enable them.

Game Project: Wonderland **May - Jun 2015**

- Our team develops a 3D third-person shooting game with an original storyline based on UnrealEngine3.

- I design scences, cinematic (UDK) and animate characters (3Dmax).

INTERNSHIPS **Autodesk Inc., Shanghai** **July 2016 - Present**

- I design and implement new algorithms in Maya for GDC Release(C++).

Graphics & Geometric Computing Laboratory, USTC **Aug 2015 - Present**

- I work as a self-motivated researcher.

CAMPUS INVOLVEMENT **Microsoft Student Club, USTC** **Jun 2014 - Dec 2015**

- I serve as the Vice Chairman, organize and promote club events, and design posters.

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.

INTERESTS Game Development, Computer Graphics, AR & VR, Graphic Design

TECHNICAL SKILLS

Languages	C/C++, Matlab, Java, MEL, Python, HTML, CSS
Library	OpenGL, Qt, Eigen, CUDA, OpenCL
Software	Visual Studio, Adobe Photoshop, Illustrator, Dreamweaver, Premiere, Maya, 3DMax, Blender, UDK, UE4, Git