

Ruijie (Jack) Liu

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Objective

To obtain a software engineer position in computer graphics, video game or related fields.

Education

Entertainment Technology Center, Carnegie Mellon University, Pittsburgh PA Sep. 2011
Master of Entertainment Technology – May 2013

South China University of Technology, Guangzhou, Guangdong, China Sep. 2007
Bachelor of Science in Computer Science – Jun. 2011

Skill

Programming Language C, C++, C#, Objective-C, Python
Software Development Kit OpenGL, DirectX, DirectShow, CUDA
Application Vim, Visual Studio, Eclipse, Xcode, Perforce, Unity3D, MATLAB
Language English(fluent), Chinese Mandarin(Native), Cantonese(Native)

Experience

Work Experience

CUDA Software Engineer Intern, CUDA-GDB Jun. 2012
NVIDIA, Santa Clara, CA - Apr. 2013

- Implemented the remote debugging feature for CUDA 5.5.
- Fixed CUDA-GDB bugs for CUDA 5.5.

Design Verification Intern, Game Performance and Compatibility Test Dec. 2010
NVIDIA, Shenzhen, Guangdong, China – Mar. 2011

- Performed game performance and compatibility test on NVIDIA graphics cards.
- Maintained the Perl scripts of an online automatic testing tool.

Academic Project

Programmer, The Last Signal Nov. 2011
Entertainment Technology Center, Carnegie Mellon University, Pittsburgh, PA – May 2012

- Developed a Kinect platform game about the journey of a radio signal during the world cataclysm.
- Responsible for gameplay and input programming in Unity3D.
- The game was purchased by Microsoft as a Kinect Fun Labs Gadget.

Programmer, Computer Graphics Jan. 2012
School of Computer Science, Carnegie Mellon University, Pittsburgh, PA – May 2012

- Finished several computer graphics projects including:
 - a. OpenGL lighting and texture mapping;
 - b. mesh subdivision;
 - c. GLSL toon shader and motion blur shader;
 - d. a basic ray tracer;
 - e. a basic physics engine with gravity, collision detection, spring and rotation calculation.

Programmer, Interactive Slot Machine Game Jan. 2012
Entertainment Technology Center, Carnegie Mellon University, Pittsburgh, PA – May 2012

- Developed a slot machine game with gesture control for WMS Gaming.
- Responsible for gameplay and input programming in Unity3D and code optimization.

Programmer, Stereoscopic Video Player Mar. 2010
South China University of Technology, Guangzhou, Guangdong, China – Aug. 2010

- Developed a 3D video player that works with NVIDIA 3D Vision shutter glasses using DirectShow.

Award

2011 Best Use of Kinect Award The Last Signal Dec. 2011
2011 Activision Independent Games Competition Finalist The Last Signal Feb. 2012