

Zu Xiang Seah

Final year Student

I am a final year Computer Science student currently studying at DigiPen Institute of Technology Singapore (SIT). I have worked on multiple software engineering projects assuming leadership roles such as Tech lead. I am passionate in developing software applications and learning new skills to grow as a developer.



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EDUCATION

Study Program

DigiPen Institute of Technology

08/2019 - Present

CGPA of 3.49 / 4

Expected Graduation Date: May 2022

- Bachelor of Science:
Computer Science Real-Time Interactive Simulation

WORK EXPERIENCE

Software Developer Intern

Autodesk Singapore

05/2021 - 11/2021

Singapore

Achievements/Tasks

- Developed features for Recap Online Viewer, specifically for point cloud
- Researched on debugging tools for web
- Modified point cloud translator for scalable output

Teaching Assistant

Digipen Singapore

09/2019 - 12/2019

Achievements/Tasks

- Tutored individually and in small groups to reinforce learning concepts
- Topics include Linear Algebra, Computer environment and C programming language

SKILLS

C++/C

OpenGL

Python

GPGPU with CUDA

TypeScript

GO

Linux CLI (Bash)

Docker

SQL

MySQL

Networking

C#

LUA

Machine Learning

PROJECTS

Red is the Enemy

- 3D game project built with custom engine with limited 3rd party libraries and rendering API
- Language: Mainly C++, partially C#, LUA
- Role: Tech lead
- What I worked on: **Engine architecture (ECS), Serialization, Resource Management, Render (OpenGL), Embedding Scripting Language (C# using mono) and Editor**
- Download: <https://games.digipen.edu/games/red-is-the-enemy>

Amber

- 2D game project where we developed a custom game engine with limited 3rd party libraries and rendering API
- Language: Mainly C++, partially LUA
- Role: Tools and Debugging Programmer
- What I worked on: **ECS Hierarchy, Optimize Code and Debugging**
- Download: <https://games.digipen.edu/games/amber>

Phil's Great Maze

- 2D game project made where we used a school in-house library(Alpha Engine) to develop a game engine
- Language: C++
- Role: Tech Lead
- What I worked on: **2D Physics, 2D Collision, Gameplay Features**
- Download: <https://games.digipen.edu/games/phil-s-great-maze>

ACCOMPLISHMENTS

Dean's Honor List for Spring 2020

Finalist of Best Sophomore Technology for Digipen Game Awards 2020

LANGUAGES

English

Full Professional Proficiency

Chinese

Full Professional Proficiency