

# You (Oscar) Zuo

(+1) 385-461-4504 | [oscar\\_zuo@outlook.com](mailto:oscar_zuo@outlook.com)

GitHub: <https://github.com/Oscar-Zuo> | LinkedIn: <https://www.linkedin.com/in/you-zuo-168267243>

Website&Portfolio: <https://my.eng.utah.edu/~u1418006/>

## EDUCATION

**University of Utah** | Salt Lake City, Utah

**Projected Graduation:** May, 2024

**Master of Science:** Entertainment Arts and Engineering, Game Engineering Track

**Tongda College of Nanjing University of Posts and Telecommunications** | Yangzhou, China

**Graduation:** July, 2022

**Bachelor of Engineering:** Computer Science and Technology

**Honors:** Third-class scholarship, 2018-2019 and 2019-2020

## SKILLS

**Discipline:** Proficient in Linear Algebra, Software Engineering, Computer Graphics, Gameplay Programming, Artificial Intelligence, Game Engine

**Software:** Proficient in C/C++, Python, C#, Unreal Engine, Unity, OpenGL, Git, P4V

**Language:** Fluent in Chinese and English

## AWARDS

**Gapp Lab Fellowship** | University of Utah, Salt Lake City

*May 2023 - Present*

- Collaborated with interdisciplinary teams of student game developers and faculty researchers to create innovative software solutions addressing real-world challenges.
- Contributed creative and technical expertise to the design and development of therapeutic games and applications.

## PROFESSIONAL EXPERIENCE

**Zhejiang Jihai Trading Development Co. Ltd.** | Hangzhou, China

*Jun - July 2021*

**Financial Software Development Intern**

- According to the current status of the market-making business, update, develop, test, and maintain the market-making trading system modules to meet business needs.

**Software Development and Systems Design Core** | University of Utah

*May 2023 - Present*

**Software Development Intern**

- Responsible for the development process of two serious game projects implemented in Unity, which focus on training social worker trainees using VR.
- Fixed bugs in the legacy codes and optimize game performance. Took part in gameplay system and UI development based on client requirements and artists' mock-ups.

## PROJECT EXPERIENCE

**My Little RPG Shop** | Unreal

*July 2023 – Present*

- Created trading simulation gameplay mechanics, including inventory, crafting, dialogues, and a custom building system.
- In charge of bringing the game to the Nintendo Switch by customizing Unreal Engine 5.2 and implemented multi input devices support.
- Led a three-member engineer team and collaborated with the art and sound teams in an agile environment, using P4V, Jira, teams, etc., for rapid iteration.
- Designed the main game loop and systems.

## INTERESTS

Gaming, programming, guitar, Raspberry Pi, hiking, volunteer works.