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# Zeyang Li

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Tel: available upon request  
Citizenship: Chinese

## EDUCATION

Bachelor of Science in **Computer Science**, Minor in **Art**, **May 2010**, Overall **GPA 3.51 / 4.00**  
**School of Computer Science, Carnegie Mellon University**, Pittsburgh, PA

## RESEARCH/ACADEMIC PROJECTS

### Local Motif Control of Smoke Simulation (Research)

- explored and implemented a method that will provide stylized control of smoke

### Target-Driven Semi-Lagrangian Smoke Simulator

- implemented a semi-Lagrangian smoke simulator that supports keyframe animation

Operating System Kernel with Multithread Support (Team Project)

3D Particle System with Constraints

## WORK EXPERIENCE

### Software Engineer Intern

06/01/2009 — 08/20/2009

#### Central Tech, Activision Blizzard

#2 Union St. Apt. 400, Portland, ME, 04101

- optimized shaders that bring about 5ms saving for Tony Hawk Ride on PS3.
- worked on an internal GPU optimizer GCMX that does key optimizations on SPU.

### Software Engineer Intern

05/19/2008 — 08/08/2008

#### Heavy Iron Studios, THQ

6601 Center Drive West, Suite 400, Los Angeles, CA 90045

- worked in C++ and C# to fix bugs and develop features for the game engine and editor
- developed many artist's tools in MEL to optimize artists' workflow.
- became very familiar with professional game production pipeline.

### Teaching Assistant (Computer Graphics)

01/06/2009 — 05/15/2009

#### Carnegie Mellon University, Pittsburgh, PA

- made lab assignments that cover basic OpenGL, raytracing, shader programming.
- gave a lecture on advanced texturing and GPU programming

### Teaching Assistant (Principles of Programming)

08/26/2008 — 12/10/2008

#### Carnegie Mellon University, Pittsburgh, PA

- taught functional and lazy programming, continuations, ext. to a class of 28 students
- made and graded assignments and exams.

## RELATED COURSEWORK

Animation of Physical Phenomena (grad-level graphics)

Computer Graphics

Operating System Design and Implementation

Animation Art and Technology

Algorithm Design & Analysis

Discrete Math for Computer Science

## SKILLS

	Proficient	Competent	Familiar
Programming Language/API	<b>C/C++, SML</b>	<b>HLSL, Java, C#, MEL, OpenGL, GLSL</b>	Perl, Python, DirectX
Network/OS/Application	Linux/Unix	PS3	TCP/IP, Maya, Photoshop
Language	<b>Chinese</b>		

## ACTIVITIES/HONOR

### Game Creation Society

09/2007—01/2008

- wrote a map editor and a simple particle system for a 2D platformer.

**Dean's List Spring 2008, Spring 2009 (semester GPA >= 3.75).**

**\*often go by Linus.**