

SHUO XU

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Education

- McGill University *2008-2012*
Bachelor of Science: Computer Science
GPA: 3.89/4.00

College Awards

- Dean's Honor List *2009-2010*
- Garnet & Jane Shaver Scholarship *2009-2010*

Work Experience

- **Electronic Arts** (Canada) – Software Engineer *Summer 2011*
 - For title FIFA 12 on current generation PSP and PS2
- **Aurogon** – Tester and Scripter *Summer 2010*
 - For title GujianQiTan - AAA PC Role Playing Game and the Best Seller in China for 2010

Skills

- Language: English, Mandarin, French, Japanese
- Programming Language:
 - C/C++, Java, Matlab, HTML/CSS
 - Python, MaxScript, Perl, Lua, Shell Scripting, MIPS Assembly
- Tools: Microsoft Office, Eclipse, DB2(SQL), Perforce, etc
- Graphics: 3ds Max, Adobe CS, Painter
- OS: Linux and Windows

Other Projects

- Project Murralla *Spring 2010*
 - Blog system design for Epicure Cigar&Pipe Inc. : <http://www.epicurecigar.com/>
 - Responsible for project design, documents, and programming
- Hearts (Card Game) *Fall 2010*
 - Team leader. Best project of the year selected by Professor Martin Robillard.
 - Responsible for whole design (UI, Game Engine, Functionality Design) and implementation (Programming, Testing, Packing and Delivery).

Competition

- CS Games 2010 Competition (Team Ranked 2nd out of 26 teams from Canada and US)
 - Involving Software Engineering, AI programming, Extreme Programming, Math, Logic, etc.

Research

- Game Balance Analysis and Optimization *Spring 2011*
 - Instructed by Prof. Clark Verbrugge: www.sable.mcgill.ca/~clump/
 - Content in <http://www.cs.mcgill.ca/~sxu17/research.html>