

# YUBING(JACKIE) XIE

[jackiex9527@gmail.com](mailto:jackiex9527@gmail.com)

1- (517)-505-6113

[www.linkedin.com/in/yubing-xie](http://www.linkedin.com/in/yubing-xie)

## EDUCATION:

### University of Southern California

August 2018 - May 2020

Major: Computer Science (MS degree) in Game Development GPA: 3.97/4.0

### University of Michigan - Ann Arbor

August 2015 - April 2018

Major: Computer Science (BS degree), GPA: 3.72/4.0

### Michigan State University

August 2013- April 2015

Major: Chemistry, GPA: 4.0/4.0

## WORK EXPERIENCE:

### DreamCraft Entertainment, Inc, Video Game Engineer

Jan 2023 - Present

- Worked as generalist game engineer from frontend to backend of the video game engine platform.
- Quickly adapted to and excelled in a fast-paced start-up environment with a team of over 20 members.

### Google LLC, Software Engineer

July 2020 – Jan 2023

- Built Stadia sample game using Unity3D and maintained Stadia Unreal engine plugin.
- Worked as a C++ engineer on vectorized execution for F1 Query, a distributed database query system.

### Heavy Iron Studios, Inc. Game Programmer Intern

Jan 2020 - May 2020

- Worked as a part-time intern for Unreal Engine 4 game [PAC-MAN™ Mega Tunnel Battle](#) (C++) that launched on Google Stadia.

### Heavy Iron Studios, Inc. Game Programmer Intern

May 2019 - Aug 2019

- Investigated using Deep Learning to create game AI to imitate human players. Used SDL2 to build tile-based arcade game (unannounced project) from scratch in C++ to simulate deep learning game environment and trained it with TensorFlow.

### Activision (Shanghai), Software Engineering Intern

May 2017 - Aug 2017

- Cooperated with Demonware (Dublin) dev-team to develop for upcoming main release backend service of the Call of Duty Online (China title) , including service library updating, bug fixing and old code deprecating in Python.
- Implemented data visualization script for helping team analyze server workload.

## PROJECTS (Game portfolio):

### USC Games, [The Candle](#) (Game Project with Eye Tracking) Game Director

May 2019 – May 2020

- Pitched and directed game development in a team with 10+ members as a Game Director/Creative Director.
- Integrated game main mechanics with eye-tracking hardware [Tobii eye tracker 4C](#) for special interactive experience based on eye close/open and gaze.
- Implemented and Programmed game features in Unity3D engine (C# Scripting).
- Published indie video games website [itch.io](http://itch.io) Link: <https://xiyubing123.itch.io/the-candle>

### USC Games, [Sole survivor](#) (VR horror game, Oculus rift, Unity3D)

Jan 2019 – May 2019

- Worked as game producer to manage project development progress.
- Designed main game concept, game flow and game events. Implemented toilet events, hallway events, game manager, sound manager, dynamic bloody wall effect in C#.
- Published in indie video games website [itch.io](http://itch.io) . Link: <https://xiyubing123.itch.io/sole-survivor>

## SKILLS:

- C++, C#, Unity3D, Unreal Engine 4, Git, Perforce, Game Development, Game Design