

# Yuhao Xue

Tel: +86 15724883415 | Email: xueyuhao20000410@163.com  
Add: No. 169 Yudao Street, Qinhuai District, Nanjing, Jiangsu, China, 210007

## EDUCATION

### **Nanjing Normal University Zhongbei College**

Sep.2018-Jun.2022

- Degree: Bachelor of Engineering (**Internet of Things Engineering**)
- Overall GPA: 3.99/5.0 (**position in cohort - 1/50**) WES GPA: 3.7/4.0
- Awards Selected Honors: Yuyue Scholarship, 2021; Merit Student, 2020 & 2019; Second-class Scholarship, 2019; The Second Prize of the Jiangsu Province Mathematics Competition, 2019

## PUBLICATION

**Yuhao Xue.** Reimagining Warfare in Virtual Reality: Innovative Narrative and Gameplay in War-Themed VR Design, *Science and Technology of Engineering, Chemistry and Environmental Protection Journal (ISSN 2959-6157)*, Published by Dean & Francis Press, 2024

## WORK EXPERIENCES

### **Nanjing Digital Circle Co.,Ltd., China**

Aug.2023-Oct.2023

*Unity3D Developer; Supervised by Huihui Xie, CTO*

- Led the "Ming Chao" project at Gamescom 2024, including wiring and installing its interactive sandbag
- Undertook scene creation and functionality implementation for the "Guangzhou Tianhou Palace" AR project, like the Drawing and Fortune-telling scene, the Prayer Tree scene, and the Ear of Silence scene, as well as UI assembly for other scenes
- Tested the functionalities of several scenes in the AR project, made adjustments to ensure smooth front-end operation; verified data interfaces and organized the testing results and interface verification details
- Developed and implemented the Mazu Temple worship scene for the "Ling Ying Metaverse" mobile app
- Coordinated with the sales department to produce sample demos featuring Vuforia, Leap Motion, and WebGL

### **Nanjing Byosoft Co., Ltd., China**

Nov.2021-Jan.2022

*C Development Intern; Supervised by Shengfeng Xue, C Development Engineer*

- Mastered the fundamental techniques of BIOS and UEFI and developed BIOS and UEFI using C
- Studied UEFI protocols, CMOS settings, and variables, and wrote test code for real machine testing on servers
- Tested UEFI versions, including tracking and tracing problematic versions

## PROJECTS

### **Introduction to Immersive Storytelling (Virtual Reality - VR) Online Research Seminar**

Jul.2024-Aug.2024

*Supervised by Prof. Steve Anderson, UCLA*

- Collaboratively built/developed a VR game themed around war
- Finalized the design document, built several scenes, designed character animations, and programmed game logic
- Understood the equipment and concepts of VR and created a VR mind map to introduce the innovative aspects
- Implemented the transition from a shell's perspective to a dove's perspective in Unity, including sound effects guidance and scene changes

### **“Justice” Game Design Project**

Dec.2023-Jan.2024

*Online Assistant Game Designer; Supervised by Zhou Lu, Senior Manager*

- Reviewed gameplay videos, guides, and player feedback from two competitive games to analyze their New Year events
- Investigated previous New Year events and the graphics/photo system of “Justice” (PC and mobile versions), proposed initial concepts for a New Year event, and analyzing similarities and differences with compared it with competitors’ events to define the planning purpose and scheme
- Studied player psychology and event evaluations, drafted a detailed game design document, and created a comprehensive planning proposal
- Utilized ProcessOn to create flowcharts for the game planning proposal, clarifying the execution sequence and key nodes of the activities

### **The Design and Implementation of Safety Monitoring for Electric Bicycle Charging**

May.2022

*Supervised by Associate Prof. Yan Sun*

- Designed a system architecture covering terminal devices, developer applications, and cloud platform, including a modular solution for perception layer, control layer, communication layer, and cloud modules
- Took responsibility for designing the circuit diagram of the underlying terminal hardware, selecting and integrating temperature sensors, carbon monoxide sensors, current sensors, relays, and buzzer modules
- Developed embedded programs using Keil5 based on the STM32 microcontroller, wrote low-level driver programs and logical control programs, and implemented functions including such as data acquisition, threshold judgment, relay power-off control, and buzzer alarm
- Designed device models (TSL) on Alibaba Cloud IoT platform and enabled data communication via MQTT, including topic configuration for reporting and control
- Integrated an alert system into DingTalk app for real-time fire and overload alarms, and created a web dashboard with an IoT Studio to display device status, temperature, CO levels, and current curves

### **Intelligent Meal Cabinets Development**

May.2020-Nov.2021

*Supervised by Associate Prof. Yan Sun*

- Developed a meal cabinet for storing takeout food, featuring functions such as temperature control, UV disinfection, and mobile phone lock control
- Constructed control programs for an STM32 microcontroller, and mastered the integration and debugging of electronic locks, temperature sensors, ultraviolet disinfection, fans, and heating modules
- Achieved cloud data communication based on NB-IoT and MQTT protocol

## **PROFESSIONAL DEVELOPMENT**

### **Portfolio Preparation for Game Design Programs**

Apr.2024-Jan.2026

- Drone: Full-cycle independent development, covering wrote game design document, coded game logic, designed and built all levels, conducted functionality testing, recorded and presented demo footage
- Betel Driver: Authored overall design document, programmed core systems, built game scenes, produced and demonstrated the project demo
- Gene Boy: Completed full game design document and narrative mechanics planning
- Who Gets Help: Wrote design document, created story flowchart, authored full script, built corresponding game scenes

### **TOEFL Preparation Course**

Jan.2024-Nov.2025

- Completed intensive TOEFL training program, focusing on reading, listening, speaking, and academic writing

## **ADDITIONAL**

- Skills: Proficient in C, C#, Unity, Unreal, Keil, MS Office
- Languages: Native in Mandarin, Fluent in English