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# Zhiqiao Gong

## Gameplay Programmer

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### EDUCATION

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**Master of Engineering, Computer Science**, University of California, San Diego **Sep. 2023 — Now**  
**Bachelor of Engineering, Digital Media Technology**, ShanDong University, GPA: 91.58/100.00(Top 5%) **Sep. 2019 — Jun. 2023**

### SKILLS

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**Programming Language** C++, Python, Java, C#, SQL  
**Technology/Tools** VSCode, Visual Studio, PYCharm, Git, Unity3D, Linux, Maya, Photoshop

### AWARDS & HONORS

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Third Class(30%), Second Class(15%), First Class(5%) Academic Scholarship of Shandong University **Oct. 2020, 2021, 2022**  
Second prize (top 15%), and Third prize (top 25%) in Shandong Province Digital Media Competition (provincial, same as state level) **Oct. 2021, 2022**  
Honours Bachelor's Degree of Shandong University **Jun. 2023**

### EXPERIENCE

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**Engineer in Baidu Research (Intern)** **Jul. 2023 — Sep. 2023**  
Baidu, Inc Beijing, China

- Joined a world-class R&D team in AI, focusing on algorithms, models, applications, and solutions and assisted scientists to complete the project.
- Focused on ChatGPT's ability to solve math problems. Create datasets and write code to test them using the ChatGPT API interface. Document, analyze and visualize the results, and optimize and repeat tests on the datasets and other elements based on the results.

**Software Programmer (school-company cooperative projects)** **Jun. 2022 — Sep. 2022**  
Shandong University, Shandong Dareway Technology Shandong, China

- Built a two-player table tennis game, by using stereo glasses and projectors to make two users see the different stereo game screens. Acted as the group leader, responsible for project planning and the part of user action recognition, and real-time tracking of user position.
- The project was finished successfully and ranked top 30% in all programs; won the third prize (top 25%) in Shandong Province Digital Media Competition (provincial, same as state level).

**Lab Research Assistant** **Jun. 2021 — May. 2022**  
Shandong University Shandong, China

- Built a virtual campus roaming game system without 3D modeling, so that the user wearing a VR headset can walk freely in the scene. Wrote code to implement the internal logic.
- Won the second prize (top 15%) in Shandong Province Digital Media Competition; selected as a provincial(same as state level) innovation project; Organized students to work together to complete the work, which was later published as a patent.

### PROJECTS

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**Visual Creativity Generation Using Generative Adversarial Network** **Mar. 2021 — May. 2021**

- Used Python to implement the transformation of Chinese fonts between two styles using the adversarial generative network GAN, by optimizing the generator, the loss function, the tuning parameter, and even the introduction of more related networks in order to achieve better results.
- Worked in the group and in charge of the generator and explored various related models. We tried to parameterize basic AutoEncoder, UNet, and ResGen, and studied the influence of the downsampling times and network depths of the above networks on the generated images, and tried to combine the residual module with the skip layers.

**Deep Learning Based Dance Training Game System** **Mar. 2022 — jun. 2022**

- Used C# and Unity3D to implement the dance training system along with deep learning based gesture recognition. The user selects a song and plays a standard dance move, the user's dance move is recognized by a monocular camera using the OpenPose source library and compared with the standard dance move, and use certain algorithm to calculate the score of the dance move made by the user in real time. Processed camera data, accessed different OpenPose APIs and processed data returned and fomulated the user scores.
- Won the third prize (top 25%) in Shandong Province Digital Media Competition (provincial, same as state level).