Zhonghui Ge 盖 中会 ガイ チュウカイ

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Education

- **Tokyo International Academy**, Tokyo Japan   2023.07 - Now
- **Chongqing University of Posts and Telecommunications**, Chongqing China   2018.09 - 2022.07
  Bachelor of Science, Digital Media Technology, GPA 3.48 / 4
- **Hebei Zhengding High School**, Hebei China   2015.09 - 2018.06
- **Xingtang 5th Middle School**, Hebei China   2012.09 - 2015.06
- **Nanzhaiying Primary School**, Hebei China   2006.09 - 2012.06

Experience

- **Huanle Entertainment**, Shanghai China   2022.07 - 2023.05
  Game Client Developer (Unity) at Ragnarok Origin
- **Huanle Entertainment (Intern)**, Shanghai China   2022.02 - 2022.05

Award

- 2020, The 2020 ICPC Asia Nanjing Regional Contest   Silver Medal
- 2020, Contemporary Undergraduate Mathematical Contest in Modeling   Second Prize
- 2019, ACM-ICPC Sichuan Province Collegiate Programming Contest   Gold Medal
- 2019, ACM-ICPC Chongqing Collegiate Programming Contest   Gold Medal
- 2015, National Olympiad in Informatics in Provinces (Hebei)   Second Prize

Project

- **reRender**: an Offline Renderer based on Path Tracing
- **reEngine**: a tiny Game Engine implemented by C++
- **Paragon Royale**: a Battle Royale game developed with Unreal Engine 4
- **tiCloth**: a Cloth Simulation project based on Taichi
- **tiGalaxy**: a N-body Simulation project based on Taichi
- **Online Chess**: an Online Chess Game implemented by Python
- **Pi51**: a two-player game that runs on Intel 8051 and Raspberry Pi
- **Notability Viewer**: a viewer tool for the Notability note file on the Windows platform
- **UGUI Animation**: a Unity UI plugin that could help you create UI animation in a timeline view
- **Contact**: a simple Contact App implemented by C++
- **Mixed Reality Billiard Game**: a simple Billiard Game that runs on Microsoft HoloLens 2

Skill

- Programming Language: **C** / **C++** / **Python 3** / C# / Taichi / Lua / GLSL / Matlab
- Interface or Library: **Modern OpenGL** / **Qt** / CUDA / Vulkan / PyTorch
- Engine or Software: **Unreal Engine 4** / **Unity** / Blender / Wwise
- Basic Tool: **Git** / Bash / Makefile

Language

- **English**: Fluent, TOEIC 880
- **Japanese**: Middle, JLPT N2
- **Chinese**: Native