

Shih-Tsui Kuo (Ariel)

Email: arielstkuo@gmail.com

Website: <http://stkuo.com>

Mobile: +16262441916

RELEVANT COURSE

Computer Graphics
Simulation for Animation
Animation Art and Tech
Effect Designs for Game
Linear Algebra
Differential Equations
Algorithm

SOFTWARE

Autodesk Maya
Unity
Adobe Photoshop
Git/Perforce
Amazon Web Services
Houdini
Adobe After Effects

LANGUAGE

Java
C#
C/C++
Python
Ruby
Unix Shell Script
JavaScript/TypeScript

EXPERIENCE

Amazon Game Studios, Seattle, WA April 2018 – Present

Software Engineer – PC Game Distribution Platform

- Build desktop application local backend in C# and GUI in Typescript
- Maintain game distribution service in JAVA
- Design and build in-game-purchase infrastructure and SDK

Amazon Web Service, Seattle, WA July 2016 - April 2018

Software Engineer– GameLift, Cloud Services for Game

- Built service that help game developers to deploy, scale and manage their game servers in cloud and provide low latency player experience

Carnegie Mellon University, Pittsburgh, PA 2015

Teaching Assistant – Building Virtual World

- Taught fundamental 3D modeling/rigging/animating in Maya.
- Troubleshoot technical problems from creation in Maya to integration in Unity.

National Chiao Tung University, Taiwan 2013

Teaching Assistant – Algorithm, Computer Science School

- Assisted after-class discussion, handwriting assignment and algorithm implementing assignments in C/C++.

HONORS and ACTIVITIES

- Judge/Mentor of Twitch Extension Hackathon in Yale University, CT 2019
- SIGGRAPH Student Volunteer, Los Angeles, CA 2015
- Amazon Summer Intern Hackathon 1st Place, Seattle, WA 2015
- Google Anita Borg Memorial Scholarship, Taiwan 2014

EDUCATION

Carnegie Mellon University, Entertainment Technology, Pittsburgh, PA

Master in Entertainment Technology 2016

National Chiao Tung University, Computer Science, Taiwan

Bachelor and Master in Computer Science 2012, 2014

ACADEMIC PROJECTS

Fishbowl—a 3-minute animation short, CMU, Pittsburgh, PA 2016

- Worked on a 3D animation in 10 weeks on a team of 5 in Maya.
- Was in charge of fluid/smoke simulation and cloth simulation elements.

Real-time Fluid Simulations, CMU, Pittsburgh, PA 2016

- Implemented position based fluid algorithm on particle system in C++
- Implemented common game fluid solution--height field fluid in C++

The Drop—a first-person shooter rhythm game, ETC, Pittsburgh, PA 2015

- Implemented gameplay with C#, wrote CG shader in Unity.
- Built/animated/scripted 3D models in Maya using Python.