Haoyang Hou Curriculum Vitae

PERSONAL DETAILS

Phone 07851882123

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I am a graduate of BSc(Hons) Games Development with strong

Profile interests on GPU programming, physics based animation and artificial intelligence. My current project focused on the SPH based fluid

simulation in games and the GPU accelerated particle system.

EDUCATION

BSc(Hons) Games Development

2013-2015

Edinburgh Napier University

Studying the techniques behind the games industry including games engineering, physics based animation, concurrent and parallel programming and computational intelligence. In my honor project "Interactive Particle Based Fluid Simulation", I focused mainly on the fluid simulation in games and I am expecting a first class degree now.

Science and Techknowledge of Internet

2011-2013

Zhengzhou University of Light Industry

Starting from the basic computer science modules, this course delivers networking knowledge to students. The studying here guided me into the computing world and also makes me realise what is my real interest. I then transferred to Edinburgh Napier University at the third year.

WORK EXPERIENCE

Game Programmer

June 2014

Beijing Bewinner inc., Part-time

Worked as a debugger and programmer for porting the games from Andriod to Windows Phone platform.

SKILLS

Languages C, C++, Java, C#

API OpenGL, OpenCL, CUDA, OpenMP