

Richard Zhou	richardczhou.com richczhou@gmail.com 510 509 5195	design engineer + developer interested in finding and building answers to interesting questions. combining visual systems, intuitive interactions, and new tools in accessible, delightful ways.
Education	Carnegie Mellon University Bachelor of Design Minor in Statistics	Dean's List F18, S19, F20, S22, S23 Konrad Group Digital Innovation Scholarship
Experience	Active Theory Interactive Developer 2023–Present JavaScript, React/TypeScript, WebGL + GLSL, Houdini, Python	Develop interactive, innovative, and story-driven websites and installations using various tech stacks. Contribute to studio's track record of best-in-class web experiences and technologies. Clients include Google, Spotify, Nike, Wall Street Journal, and Accenture. Implement and document new features inside our internal engine for project-specific needs. Modules include AI integration, ML training, physics, real-time graphics, simulation, and AR/VR rendering. Work across artists + developers to bridge technical knowledge with production and artist-driven considerations. Improve and maintain tools + workflows for geometry and texture processing, asset creation, and CMS integrations. Build pipelines for faster iteration times for live demo builds shown to clients and increase internal studio efficiency.
	3D Developer 2022 JavaScript, WebGL + GLSL	Create real-time shaders and visual systems for 3D assets, UI elements, and post-processing passes to match art direction at high levels of polish and performance. Optimize assets, processes, and graphics to run smoothly across devices with a wide range of sizes, screens, and browsers.
Skills	Front-end dev, interaction design, technical art, real-time rendering Ultimate frisbee, plotter enthusiast, sewing + pattern maker English, Chinese	Javascript, React, Python, C/C++/C#, HTML/CSS, WebGL + GLSL, RStudio Houdini, Cinema4D, Unreal Engine, Unity, Substance Adobe Creative Cloud (Photoshop, Illustrator, After Effects, Lightroom, InDesign), Figma