

# Andy Zhou

2017 University Graduate

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## INTRODUCTION

Self-taught programmer in full English. Familiar with C++, Javascript, and 2D/3D Game Development(Cocos2d-x, DirectX 11, Computer Graphics).

Blog: <https://andyrightnow.blogspot.com/>

## PROJECT

2016.4.27 - 2016.5.13 **Simple Javascript Arcade Game**

- <https://github.com/AndyRightNow/ESLSuiteGame>.
- A Game on Company's 404 page, used to kill time for users who accidentally get to the page.
- Use HTML5 Canvas for Graphics implementation and drawing.
- Encapsulate browser Input Events for input handling.
- Hand-crafted utilities classes.
- 2D collision detection using SAT(Separating Axis Theorem) and hand-crafted implementation.
- Hand-crafted Vector library.
- The game consists of subsystems / components including GraphicsClass, InputClass, Physics, Vector, Shape, Gameplay, etc.
- Use Git for version control and Github for hosting.

2016.5.26 - Present **ESL Suite Front-end Framework(CSS & Javascript)**

- <https://github.com/AndyRightNow/ESLSuiteFramework>
- Encapsulate common styling, animation and responsive elements adjustment, a multi-key query container, etc. used on ESL Suite website to a CSS & Javascript framework.

2016.7.15 - Present **Physics-based 2D Skeletal Character for Cocos2d-x**

- <https://github.com/AndyRightNow/SkeletalCharacter-cocos2dx>
- Ongoing project. Implemented in C++.
- The project is based on Box2D and is used in Cocos2d-x.
- It currently supports ragdoll character and character pose.

## EMPLOYMENT

2015.10 - 2016.7 **ESL Suite Front-end developer**

- Responsible for designing, implementing and maintaining the company website using Photoshop, HTML, CSS, Javascript, jQuery and Bootstrap, as well as a CSS & Javascript framework made by myself.

## CERTIFICATION

2013.12 - **CET-4 Score: 660**

2014.12 - **CET-6 Score: 614**

2016.03 - **PAT(Programming Ability Test) Score: 81**

## EDUCATION

**Tianjin University of Finance & Economics Marketing** 2013.9 - 2017.5