

Mingzhen ZHUANG


Software Developer
Mascot

Hi, my name is Mingzhen Zhuang. I'm currently a master IT student in UTS and searching for an intern or part-time job of software development. I have enthusiasm for trying new technology. I have experiences in game development, back-end development and look for challenges, opportunities to grow professionally in the job.


Also can write some simple shaders and OpenGL programs.

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 [Latias94](#)

 Video Games

 Reading

Education

Master of IT

since July 2017

University of Technology Sydney.

Bachelor of IT

December 2012 - June 2016

Tianjin Polytechnic University.

<> Projects

Aretha's Journey

Unity

Aretha's Journey, is a pixel style 2D platformer game. I am responsible for most of the programming of the game, like Game Loop, Item Respawn, Player Stats, Inventory System etc, except the combat system. The most challenge part for me is that our team have to develop, playtest and fix bugs in three weeks. Meanwhile, I modularize the system codes to keep it clear to other group members.

<http://www.gamesstudio.org/games/aretha%E2%80%99s-journey>

Survivant

Unity

Survivant is a 3D first-person shooter game. I am in charge of most of the programming of the game, like Strategic AI, Inverse Kinematics, path-finding etc.

Knight Frank

Node.js

Knight Frank is a website for readers to purchase, review and manage books. I have implemented the whole back-end server. I have also integrated the server with Redis, which provides the ability to cache data and limit rate. Book recommendation feature is also integrated into the system by a simple KNN algorithm.

<https://github.com/Latias94/Lovely-AIP>

✓ Skills

Unity

C#

JavaScript

Node.js

Angular 2

Golang

Python

Django