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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🌐 frankorz.com

🐙 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