Zhaoyang Zhang

Game Developer / 3D Generalist

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SUMMARY

Passionate in game development, versatile programmer and 3D generalist, with more than 8 years of independent experience learning and creating games of various genres in Unity. Outstanding problem solving skills and love challenges. Eager to join a cooperative environment to further elaborate my talents.

EDUCATION

Bachelor of Science (Honours) - Computer Science, June 2023

Brock University, St. Catharines, ON

NOTABLE PROJECTS

RepliKa: Bobble (Mar 2025 - Apr 2025)

- Mobile game application released on Apple AppStore.

- A ground up recreation of classic bust-a-move game Puzzle Bobble using Unity and Blender, developed and shipped solely on my own.

AI Chatbot Prototypes for Niagara Summer Games (2022)

- University project. Two separate software chatbot applications, designed for asking general information and guidance on Brock University or Niagara Summer Games.

- As a cooperative project, I was tasked to interpret user inputs by training a prediction model with natural language processing, and generate responses based on the information queried.

Chess 2020 (Enthusiasm Project)

- A classic chess game made from scratch implementing combined computational algorithms. 100% original code.

3D/2D Content Creation (2018 - Present)

- Apart from game development, I am also capable of creating high-quality game-ready assets using tools such as Blender. A selection of most recent creations are published on ArtStation.

WORK HISTORY

Office Administrator (Jun 2023 - Dec 2024)

ACED International Education Group Ltd., Niagara Falls, ON

- Organizing school activities, providing IT support, dormitory and facility management, etc.

- Voluntary experience teaching students how to make video games using Unity, and create 3D assets using Blender.

SKILLS

3D/2D Game Development

Unity C#

UI Design

Audio Editing

Character Animation

Shader Graph

AI Algorithms

iOS Development

3D/2D Content Creation

Active Learning

Adaptability

Organization

Persistence

Attention to Detail

Originality

Passionate in Gaming!

LANGUAGES

English (Proficient)

Japanese (Proficient)

Mandarin (Native)

Wu (Native)

LINKS

Portfolio

ArtStation

LinkedIn

GitHub