

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 developing 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 ~ Apr 2025)

- Mobile/desktop game application released on Apple AppStore.
- A ground up recreation of classic bust-a-move game Puzzle Bobble using Unity and Blender.
- Designed, developed, shipped solely on my own.

AI Chatbot Prototypes for Niagara Summer Games (May ~ June 2022)

- Two separate chatbot applications, designed for asking guidance or general information about Brock University or Niagara Summer Games.
- Agile cooperative project, where 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 (2020)

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

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

- 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

- International secondary school administration, activity organizations, IT support, dormitory and facility management, etc.
- Voluntary experience inspiring and teaching students how to make video games using Unity, and to create 3D assets using Blender.

SKILLS

3D/2D Game Development

Unity C#

iOS Development

UI/UX Engineering

Audio/Video Editing

Character Animation

Shader Graph

AI Algorithms

3D/2D Asset Creation

Active Learning

Adaptability

Attention to Detail

Confidence

Organization

Originality

Perfection

Persistence

Passionate in Gaming!

LANGUAGES

English (Proficient)

Japanese (Proficient)

Mandarin (Native)

Wu (Native)

LINKS

[Portfolio](#)

[ArtStation](#)

[LinkedIn](#)

[GitHub](#)