

# 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 experience independently 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 released on Apple AppStore.
- A ground up recreation of classic bust-a-move game Puzzle Bobble.
- Solo development within Unity and Blender, without 3rd party asset usage.

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

- Cooperative agile development project.
- Chatbot applications designed for asking guidance or general information.
- Role as Natural Language Processing Specialist. Trained a prediction model that predicts user intents, responsible for accurately querying responses from the database.

**Chess 2020 (2020)**

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

**3D/2D Content Creations (2018 ~ Present)**

- Capable of creating high-quality game-ready assets using tools such as Blender.
- Specialized in character modelling/sculpting and animation.
- A selection of 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, facility and dormitory management, etc.
- Voluntary experience teaching inspired students how to make video games using industry tools such as 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](#)