

CHENJIE ZHANG

Graduate Student | 213-994-8075 | sea2s4e@gmail.com | <https://linkedin.com/in/chenjie-zhang-701847251>

SUMMARY

- Pursuing a Master's degree in Computer Science with a focus on Game Development at the University of Southern California
- Experienced in game development workflows, with a focus on mainstream game engines and methodologies
- Proficient in C++ with strong object-oriented programming skills; Skilled in both Unity and Unreal Engine 5 for game development
- Fast learner with excellent communication and interpersonal skills. Highly motivated, responsible, and dedicated to continuous improvement and learning

EDUCATION

University of Southern California United States of America Los Angeles
Computer Science (Game Development) Master August 2024-Present

- Related courses: 3D Graphics and Rendering, Game Design Workshop, Game Engine Development

University of Liverpool United Kingdom Liverpool
Computer Science and Electronic Engineering Bachelor September 2022-June 2024

- Related courses: Software Engineering, Adv. Artificial Intelligence, Computer Game Design Principles and Implementation, C++ application development, IOS app development

Xi'an Jiao-Tong Liverpool University China Suzhou
Digital Media Technology Bachelor September 2020-June 2022

- Related courses: Linear Algebra, Data Structure, Artificial Intelligence, Java Programming, Database Development
- Honor Award: School Excellence Scholarship (2020-2021)

INTERNSHIP EXPERIENCE

HANGZHOU AOYI TECHNOLOGY CO., LTD China Hangzhou
Product Operations Intern August 2022-September 2022

- Facilitated in promotion of an online mobile game, including researching Taptap promotional strategies and managing game community
- Tested game products to identify and report bugs. Facilitated communication and coordination between design and operations
- Developed skills in marketing strategy, community management, and writing detailed player feedback reports

PROJECT EXPERIENCE

CIGA 48h Game Jam 2024 China Nanjing
Programmer July 2024-July 2024

- Implemented main gameplay for a 3D third-person puzzle game with Unity within 48 hours
- Completed all functional implementations (Including character control, pick-up, mechanisms and triggers etc.) Participated in main gameplay design, game performance video link: <https://reurl.cc/DlmOMO>
- Awarded the Best Art Performance at CIGA Nanjing site out of 20 participated teams

Final Year Project - 3D Escape Room Game China Suzhou
Game Designer/Programmer November 2023-April 2024

- Designed and implemented a 3D room escape game using Unreal Engine 5, featuring a custom level editor supports level import and export, created part of mechanism models using Blender
- Utilized Blueprints and C++ to accomplish an object-oriented mechanism linkage system, enhancing gameplay mechanics
- Achieved Excellence in final score, gained proficiency in reading and modifying Unreal Engine source code, video: [link](#)

1-bit Game Jam 7days Online
Game Designer/Programmer August 2023-September 2023

- Designed and implemented core gameplay mechanics of a 2D shooting game using Unity, including movement, shooting, and interaction with special items, acquired skills in building object pools, Unity WebGL deployment, and level design
- Completed all functional requirements, contributed to character animation and sound design, online-play: [link](#)
- Achieved a top 20% ranking out of 500 submissions and placed 14th in art performance

ADDITIONAL INFORMATION

Skills: Programming language: C++ / C#, Python, Swift (Xcode IOS development), Java; Database: MySQL

Languages: English (IELTS 7), Japanese (CEFR-A2)

Interests: Parkour (Used to be Society Vice-President)