

Weizheng Liang

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EDUCATION

Rutgers University - New Brunswick

Bachelor of Computer Science

University of Hong Kong

Bachelor of Computer Science (Exchange)

New Brunswick, NJ

September 2019 - May 2024

Hong Kong, China

September 2022 - May 2023

WORK EXPERIENCE

Unity 3D Developer Intern

Shanghai Zhanxun Network Technology

August 2023 - February 2024

Shanghai, China

- Led the client-side development of "Battle of the Gods" and "Martial Arts Heroes," using **Unity** to implement advanced game mechanics like technology trees, which increased player engagement by 20%. Enhanced team collaboration through effective use of **Git**, ensuring timely project deliverables.
- Mastered the NGUI framework to implement responsive UI elements, improving game interactivity which led to a 30% increase in user session time.
- Quickly adapted to an in-house game development framework, increasing development speed by 10% and reducing bugs by 15%, thereby boosting overall project efficiency.
- Developed front-end modules, including player customization and level progression interfaces, during launch, which contributed to a 7% uptick in initial user acquisition.

Unity 3D Developer Intern

Bilin Planet (Shenzhen) Technology Co., Ltd

February 2023 - April 2023

Shenzhen, China

- Contributed to the UI/UX design for "Bilin Planet", a metaverse platform social app, using UGUI and ET framework, enhancing user navigation and increasing daily user interactions test by 15%.
- Developed and optimized key client-side features such as personal homepages and recharge centers, boosting app functionality and user retention.
- Independently engineered and deployed packaging and hot updates for iOS and Android, reducing update downtime by 20% and improving user satisfaction scores.
- Developed front-end modules, including player customization and level progression interfaces, during launch, which contributed to a 7% uptick in initial user acquisition.

Test Automation Engineer Intern

AwesomeGo Technology

June 2022 - October 2022

Beijing, China

- Designed and executed automation test scripts using Python, significantly boosting testing efficiency and ensuring software quality.
- Enhanced testing process transparency and traceability by converting testing requirements into executable code in collaboration with the testing department.

PROJECT EXPERIENCE

Designer, Programmer

PolySpell

June 2024 - August 2024

- Designed a desktop game to teach players pattern recognition in chaotic environments, driving the process from research and ideation to creating low, mid, and high-fidelity prototypes, with improvements informed by iterative playtesting.
- Developed the entire game codebase in Unity using C#, implementing core mechanics and ensuring a seamless and engaging player experience.

Lead Programmer

Dungball Domination (Ludum Dare 56, Tiny Creatures Theme)

October 3rd - October 5th, 2024

- Collaborated with a team of 7 to ideate, design, test, and iterate a casual game within 72 hours, achieving a ranking in the top 16% at the game jam.
- Implemented game mechanics, animations, sound effects, and VFX using iterative development, resolving bugs and enhancing functionality based on playtest feedback.

RESEARCH EXPERIENCE

Guangzhou House Price Analysis based on Machine Learning Methods

March 2021 - May 2021

- Under the mentorship of a tenured professor from MIT, I led a multidisciplinary team to successfully complete the research project "Experimental Analysis of Guangzhou Housing Prices Using Machine Learning Methods", where I served as the primary author. Our paper was subsequently published in **IEEE**.
- Utilized Python and various machine learning libraries, including sci-kit-learn and K-means, to conduct an in-depth analysis of housing price data in Guangzhou.
- Took charge of composing the main sections of the paper, ensuring a clear research direction and upholding the content's innovativeness and scientific rigor.

SKILLS

Technical: C#, Python, Java, C++, Unity, Unreal Engine

Design: Game Design, UX Design, User Research, Playtesting, Figma, Adobe Creative Suite

Language: Mandarin (native), English (fluent), Cantonese (fluent)