

ZIQI YANG

2nd Year Student at University of Nottingham
Computer Science with Artificial Intelligence
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PROFILE

I am a second-year Computer Science with Artificial Intelligence student, studying at University of Nottingham, and looking for an entry-level game programmer internship role this year in Games Industry.

I'm the creative, spontaneous right hemisphere, also, a rational perfectionist. Not only am I fascinated by the cutting-edge technology, but also a great patron of the arts. I never close myself off from new things and always find ways to learn. I have learnt architecture design for two years and then transferred to be a computer science student after realizing what I really interested in game design.

I'm eager to get in to the industry, learning new techniques and skills and absorbing other workflows from professionals.



EDUCATION

Sep, 2019 - Current	University of Nottingham - Nottingham, UK BSc Hons Comp Sci with AI Attained a 1st with 96% overall last semester and 83% overall in the first year. Awarded 2+2 merit based award Scholarship and Dead's Scholarship. Relevant Courses C++ programming Math, Language & Computation Software Engineering AI Methods Algorithms Correct & Efficiency Maintainable Software Programming & Algorithms Operating Sys & Concurrency Databases & Interfaces
Sep, 2017 - Apr, 2018	University of Nottingham - Ningbo, China BEng Hons Architecture Attained a 1st with 70% overall in the first year. Awarded Dean's Scholarship for academic excellence. Relevant Courses Integrated Graphical Design Architectural Design
Sep, 2010 - Jul, 2016	Beijing No.8 High School - China A - Level in all courses: Math, Physics, Chemistry, Biology, Music, Art, PE, English, Chinese, History, Geography.



EMPLOYMENT

Oct, 2019 - Current	Internship Language centre, Faculty office of Humanities and Social Sciences Help the LC office with events plan and promotional material production such as booklet, poster, vedio. Skills gained Project planning Multitasking Organizing
Sep, 2018 - Mar, 2019	Teaching assistant New Oriental Company This role allowed full experience with the area of education and oversea agency for students. I taught and helped high-school students applying to international study with their TOEFL exam. Skills gained Advising Listening Goal Setting Verbal communication Teaching Feedback
Sep, 2016 - Apr, 2017	Staff of Publicity Department Student Society Center (SSC) During my campus life in Uni, I worked for SSC for promotional material production such as booklet, poster, vedio design. Skills gained Creative Commitment Collaboration Acknowledging Others Coordination



PROJECT

Magical Surviving - 2D Top-Down Shooter Game (C++)

Using C++ and SDL, this game is about simply a witch surviving from evil enemies. I learnt to applying Cellular Automata and Flood Fill Algorithm to randomly generate game map and basic AI methods to control different enemies and their states. I created enemies and effects like dying and attacking procedural animation and pixel sand simulation inspired from popular game Noita. I also improved the basic engine provided by the coursework by adding Camera, Animator, Collider, SceneManager, TileManager and Nav Mesh basic on the Unity. This game is a coursework in University and will be developed more this summer.

Bridge - 2D Pixel Episodic Game Design (Unity)

This game is currently under developing by Unity engine with my friends, C# language, Photoshop, Asprite, and FL Studio. Inspired by one of my earlier landscape architecture design, this episodic game tells a story of how this surreal bridge kept the chronological memory of one place and how the busy-office worker (character) will change the attitude towards life after going through the bridge.

Running Out Of Power - 3D Shooting Game Design (Unity)

This is a 72 hours timing mock (randomly choosing a game title to practice) in order to prepare for Ludum dare online event #47. The background is in a robots rising, player needs to steal all of power from enemy's factory and defending AI enemy. This gave me experience in creating games using Unity engine.

Witch Paolumu - Sokoban (Java)

This is a coursework in University to do maintenance with a given bad source code of sokoban game. I drew my own low-frame pixel characters and other sprites using Photoshop and enhance the basic given engine with JAVA and JAVA FX. This is a coursework in university.

signonline.io web prototype with IBM and Access to Work

This is software engineering group project under developing with IBM as sponsor to help Access to Work from GOV.UK to build a web prototype as a University course. Working in this small team, it allowed me with good experience with web UI design, client & server interaction by HTML, CSS, JavaScript, jQuery, Ajax, PHP, MySQL, etc.

Architecture Project

During my architecture courses, I had 3 main projects which are Urban Landscape Design, Town Gallery Design, Private House Design. All of them also enriched my knowledge on art, film, sociology, anthropology and so on, which really made me a "rich" human being and have diverse interests.



TECH SKILLS

Tech Languages	Software	Others
C	Unity	Eclipse
C++	Blender	IntelliJ
C#	Adobe Photoshop	PyCharm
Java	Adobe Illustrator	MATLAB
Python	Adobe InDesign	Visual Diagram
Haskell	Adobe Premiere	JUnit
MySQL	Sketchup	
JavaScript	Rhino	
PHP	Visual Studio	
Lean	VSCode	



HOBBY

Video Game ,Film, Painting, Sculpture, Spanish, Skiing, Horse Riding, Diving, Gym

I enjoy art starting from child time, and I like seeing and creating new stuffs all the time. Since I'm kind of inherited the science talent from my parents, I decided to choose architecture in college. At my second-year, when I was doing an architecture project including some researches about game theory, it was my first contact with game area. After trying some 3A and indie games. I was overwhelmed by those amazing idea and fascinating wonderlands. I then realized this is where I belong, creating new universe and finding resonance in unreal world. So I decided myself to be a programmer to create game and joined computer science college without a doubt.

I still enjoy what I've learn from architecture and go to exhibition and museums a lot, and I understand why people call game as the ninth art. Because it really is. I like drawing at the weekend and give my works as gifts to my friends. I also like traveling and all kinds of exciting sports like skiing, diving and horse riding.