



PROJECT

Ziiky I - 2D Top-Down Shooter Game (C++)

<https://github.com/Z-qie/Game-Cpp-Ziiky>

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.

Bridge - 2D Pixel Episodic Game Design (Unity)

https://www.bilibili.com/video/BV1At4y1D7vZ?spm_id_from=333.999.0.0

This game is made 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)

https://www.bilibili.com/video/BV1ob4y1S7Zp?spm_id_from=333.999.0.0

This is a 72 hours timing mock (randomly choosing a game title to practice) in order to prepare for Ludum dare online event #47.

Witch Paolumu - Sokoban (Java) https://github.com/Z-qie/GAME_SOKOBAN_PAOLUMU

This is a coursework at the University to do maintenance with a given bad source code of sokoban game using Photoshop and enhance the basic given engine with JAVA and JAVAFX.

signonline.io web prototype with IBM and Access to Work

<https://trello.com/invite/b/vD7dDnXd/ece106e8ba4ae8c38aa5db866e331d7d/team-11-workflow>

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.

Architecture Project and Art

<https://drive.google.com/drive/folders/1bPjuKH13sCN2BMZnAMssWQu98svVqU3z?usp=sharing>

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++	UE 4	IntelliJ
C#	Blender	PyCharm
Shader coding in Unity	Adobe Photoshop	MATLAB
Java	Adobe Illustrator	Visual Diagram
Python	Adobe InDesign	vim
Haskell	Adobe Premiere	JUnit
MySQL	Sketchup	git
JavaScript, JQuery, Ajax	Rhino	kite
PHP, Html, CSS	Visual Studio	



HOBBY

Film, Painting, Sculpture, Spanish, Skiing, Horse Riding, Diving, Gym and Games of course!

I enjoy art starting from child time, and I like seeing and creating new kinds of stuff all the time. In my second year of Architecture Design, when I was doing an architecture project including some researches about game theory, it was my first contact with the game area. After trying some 3A and indie games. I was overwhelmed by those amazing ideas and fascinating wonderlands. I then realized this is where I belong, creating a new universe and finding resonance in the unreal world. So I decided to be a programmer to create games and joined computer science college without a doubt.

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