

Tsingtao Zhang

tsingzhang1@gmail.com, Rochester, NY (willing to relocate), 585-615-0628
[LinkedIn](#), [Portfolio](#), [Github](#)

Skills

Game Engine and Graphics API: Unreal 5, Unity, OpenGL, Direct 3D 11, OpenCV

Programming Language: C/C++, C#, Python, GLSL, HLSL, HTML

Software: Blender, Photoshop, Substance Painter, Trello, Github, Perforce

Area of Focus: Pipeline Tool Design, 3D Math, VR development, Procedural Content Generation (PCG), Multiplayer, Android Development, Socket, TCP/IP, Agile Principle

Experience

Role: Graduate Research Assistant

June - Aug 2024

Rochester Institute of Technology

- Enhanced a VR exercise game by switching the render pipeline to URP and optimizing gameplay performance.
- Designed and developed an AI shooter with physics-based aiming and block-avoidance, enabling other researchers to guide users' limb positioning by easily setting the shooting position.
- Parameterized in-game variables which can be tuned during gameplay based on the user's physical measurements and target exercise intensity.
- Solo developed the game while collaborating with 2 other researchers to design the user study. Enriched data items from two to five and extended game time from 5 min to 30 min.
- Configured a wireless environment for seamless data transfer and video streaming of headset imagery using Socket, reducing data collecting time from 5 min to 10 seconds per user test.

Projects

Role: Technical Artist and Gameplay Programmer

Sep 2024 - Now

Duolatera: A VR Multiplayer Puzzle Game, using Unreal 5, C/C++, Python, Blender, Photoshop, Perforce, HLSL

- Designed and managed game asset production pipeline and led the team of 5 artists.
- With 3D asset creating skill, established an art bible for artists to reference.
- Using Python, created automation tools for Blender and Unreal Engine, reducing 90% of related manual work.
- Created Albedo to RGB Channel Mask Converter using Python and OpenCV, allowing external asset fit for the project's custom rendering pipeline with minimum human labor.
- Implemented PCG contents and spline's auto snapping tool, cutting average layout time from 1 min to 10 seconds.
- Implemented the online multiplayer gaming feature, allowing 2 players to cooperate remotely through Steam.
- Designed and implemented 30% of the multiplayer gameplay mechanisms for VR co-op puzzle solving.
- Using 3D Math and Unreal IK system, built IK retargeted/predicted avatar animation based on player's movement.

Role: Graphics Programmer

March - May 2024

Ocean Simulator: A real time ray-tracing water shader, using OpenGL, GLSL, C/C++

- Created a real-time interactive ocean renderer using GLSL in OpenGL with ray-tracing, performing above 30 FPS.
- Using linear algebra, ray reflection and refraction, added in a real-time caustics effect 10 times faster than backward ray tracing method, additive blending the underwater illumination.
- Created a clicking-promoted water circle waves on the surface interactively, on top of the default wave patterns.

Role: Gameplay Programmer and Technical Artist

Cutie Tower Defense: A web tower defense game, using Unity, C#, Github, Blender

April - July 2023

- Designed and implemented an object pooling system, optimizing game performance by 40%.
- Developed tower behaviors and an enemy route-changing system, while working with 2 programmers to remove 2 redundant helper scripts.
- Set asset importing format and standard, and helped artists to create assets and optimize to game-ready quality.

Education

Rochester Institute of Technology, Rochester, NY.

August 2023 - May 2025

M.S., Game Design and Development

China Agricultural University, Beijing, China.

Sep 2018 - June 2022

B.Eng., Agricultural Structure Environment Engineering

Extracurricular Activities

Bass in China Agricultural University Choir

Sep 2021 - June 2022

Led weekly practice in bass, participated in 4 performances and 1 national competition with gold price.