

Zheng Yi Hu

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Nationality: Italian

Personal Projects

- **Unnamed game project:** A short 3D adventure game where you play as mouse running errands in a summer island
- **Final year thesis:** implementation of a NeuroEvolution of Augmenting Topologies (NEAT) deep learning algorithm using Unity.
- **Lamp Maze:** small 2D puzzle game made for a game Jam in 7 days.
- **Personal website:** all project details can be seen on my portfolio website at zhengyihu.github.io/Portfolio/.

Professional Experience

Quality Assurance Intern:

[Transreport Limited](#)

Designed and modelled test cases

Tested releases of app

Automated integration of data in excel spreadsheets using python

June 2018 - Sept 2018

July 2019 - Aug 2019

Education

Bachelor of Science in Computer Science with Robotics:

[King's College London](#)

First Class Honours

Sept 2017 - Aug 2020

High School Diploma:

[Liceo Classico Musicale Antonio Pigafetta, Vicenza \(IT\).](#)

Sept 2012 - July 2017

Technical Skills

- Experience with Java and C#.
- Experience with Unity, .NET frameworks.
- Experience in Kinematics and 2d, 3d Vector math relevant in both robotics and games physics
- Basic knowledge in rendering and shading techniques
- Basic modelling skills in Blender.
- Familiar with version control service like GitHub
- Proficiency with Microsoft Office softwares.

Languages

Italian: Native proficiency

English: Professional proficiency

Chinese: Limited working proficiency

Interests

Game development

Artificial Intelligence

Piano

Cooking