

Zheng Yi Hu

GAMEPLAY PROGRAMMER 📍 MONTREAL

✉ zhengyi.hu.98@gmail.com **in** [linkedin.com/in/zheng-yi-hu](https://www.linkedin.com/in/zheng-yi-hu) 🌐 zymakes.games
📺 zyhu.itch.io 🐙 github.com/ZhengYiHu ☎ Available upon request

SUMMARY

- 5+ years of experience in video game development
 - Skilled in Unity, Unreal Engine, and Godot
 - Participated in (and won) multiple game jam competitions
-

PROFESSIONAL EXPERIENCE

- Little Umbrella (Playroom) - Remote 04/2025 - Present
Game Developer Intern

- Contributing to the development of new gameplay features for an unannounced online party game
- Focused on implementing multiplayer systems and optimizing gameplay experiences

- Playwind Games - London 01/2022 - 07/2023
Game Developer

- Contributed to *MiiWorld* (1M+ downloads) and other titles, focusing on gameplay feature development and core system design.
- Rapid prototyping of various game ideas, optimizing for fast iteration and feedback.

- Transreport Limited - London 06/2019 - 08/2019
Quality Assurance Intern

- Designed and modeled test cases, performed QA testing, and analyzed results for concise reporting
 - Automated tasks like data integration into spreadsheets to improve efficiency
-

EDUCATION

- Lasalle College - Montreal 05/2024 - 08/2025
Attestation of College Studies - Game and Level Design

- King's College London - London 09/2017 - 09/2020
Bachelor of Science - Computer science with Robotics

- First Class Honours

SKILLS

- **Programming:**
 - **Proficient** - C#, Java, GDScript, Unreal Blueprints
 - **Limited Experience** - C++, Python, Typescript, HTML5, Scala, HLSL.
- **Game Engines:**
 - **Unity:** Expert
 - **Unreal:** Proficient (Blueprints)
 - **Godot:** Proficient, extensively used for multiplayer game jams and rapid prototyping
- **Tools:**
 - **Version Control:** GitHub, Perforce
 - **Project Management:** Jira, ClickUp, Trello, Linear

PERSONAL PROJECTS

- **Lillapad** - Unreal:
 - Puzzle platformer game made in 4 months in a collaborative team of 4.
 - Steam release: TBA.
 - **Jam Games** - Unity/Godot:
 - Explored a wide range of game ideas and technologies through game jams, with a strong focus on multiplayer development
 - Won for best Multiplayer game with [Garbash](#).
 - Check all games at <https://zyhu.itch.io/>
 - **Genetic Evolution Algorithm** - Unity:
 - Implemented a NeuroEvolution of Augmenting Topologies (NEAT) deep learning AI algorithm to learn and play Tetris.
-

LANGUAGES

Italian: Native proficiency
English: Professional proficiency
Chinese: Limited proficiency
French: Limited proficiency