

# Zheng Yi Hu

Game Developer & Technical Designer

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🌐 [zymakes.games](https://zymakes.games) | [github.com/ZhengYiHu](https://github.com/ZhengYiHu) | [zyhu.itch.io](https://zyhu.itch.io) |

## Skills

**Game Engines** Unity, Unreal, Godot

**Languages:** C#, Java, GDScript, UE Blueprints, Python, Typescript, HLSL, Currently actively learning C++ for Unreal 5

**Tools:** GitHub, Perforce, Supabase, Firebase, Jira, Jenkins, Trello, Linear

**Soft Skills:** Collaboration & Team Leadership, Communication, Problem solving, Adaptability

## Work Experience

**Little Umbrella (Playroom), Remote**

Apr 2025 - Sep 2025

**Game Developer**

- Contributed to the development and release of **Banana of Doom**, an online Social & AI game on Discord.
- Implemented and optimized multiplayer systems to enhance gameplay experiences.
- Assisted in designing and implementing new gameplay features that improved player engagement.
- Unity, Github, Linear, OpenAI

**Playwind Games, London**

Jan 2022 - Jul 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.
- Unity, Github, Jenkins, Protobuffs, Firebase

**Transreport Limited, London**

Jun 2019 - Aug 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
- Python, Excel, Jira

## Education

**King's College London, Montreal**

First Class Honours

B.Sc. in Computer Science and Robotics

**Lasalle College, Montreal**

AEC in Game and Level Design

## Projects

- **Lillapad – Puzzle Platformer (Unreal Engine):** Solo programmer in a 4-person team over 4 months. Implemented core gameplay systems, physics-based interactions, and form-switching mechanics. Optimized controls, built puzzle logic, and integrated assets to bring levels to life.
- **Push comes to Shovel – Narrative Puzzle Game (Unreal Engine):** Tech lead of an 18-person team. Managed other programmers by assigning tasks based on priorities and skill levels, supervised and reviewed code quality, and built core systems such as the quest and dialogue frameworks while supporting integration across disciplines.
- **Gummates - Couch Coop Adventure (Unreal Engine):** Game designer and Programmer of a team of 4 on a 2-player cooperative game where players are physically attached. Designed and implemented modular Blueprint tools with intuitive interfaces to empower level designers, enabling rapid prototyping and fine-tuning of challenges. Built physics-based cooperative mechanics using constraint systems, bridging design and programming needs.
- **Jam Games (Various Engines):** Explored a wide range of game ideas and technologies, with a strong focus on experimentation and multiplayer development. Participated in (and won) multiple game jams
- **Genetic Evolution Algorithm (Unity):** Implemented a NeuroEvolution of Augmenting Topologies (NEAT) deep learning AI algorithm to learn and play Tetris.

## Languages

Italian: Native   English: Professional   Chinese: Limited   French: Limited (actively improving)