

Zi Di Zhu

Software Developer
/ UX Designer / Digital Artist



zididotexe@gmail.com



[>portfolio](#)

[>LinkedIn](#)

SUMMARY OF SKILLS AND QUALIFICATIONS

TECHNICAL SKILLS

Programming: C#, Java, Python, C++, SQL
Web Development: HTML, CSS, JavaScript
Game Dev: Unity, Blender

CREATIVE SKILLS

Graphic Design
Concept Art
Music Composition
Film Making

COMPETENCIES

Disciplined in both art and programming
Familiar with the game production pipeline
Quick to learn and adapt to new workflows
Good Problem-solving skills
Spoken Languages: English, Mandarin, French

Sample Works

[A Collection of Small Games](#)

2020-2022

Winner of 2021 Experiential Award at Concordia.

A collection of small indie games of various genres mostly developed by myself, and a few are collaborations with friends. Make sure to visit on a desktop PC.

[Concept Art Portfolio](#)

2015-2021

My portfolio of digital paintings and drawings.

EDUCATION

Bachelor of Computer Science (BCompSci)
with Joint Major in Computation Arts **2020- 2024**
Concordia University, Montreal, QC *GPA:3.8*

WORK EXPERIENCE

Game Programmer **2022**
Next Generation Cities Institute, Concordia University
Prototyping an interactive city simulation in Unity Engine

Research Assistant **2021-2022**
TAG Research Center, Concordia University
Contributing to a research on the speculative design method, envisioning the future possibilities of human-computer interaction through developing an immersive game with Unity.

Graphic Designer **2021**
VAV Gallery , Concordia University
& CUJAH (Concordia Undergrad Journal of Art History)

Video Games Quality Assurance Tester **2019**
Keywords Studio, Montreal, Quebec
Testing video games for functionality and quality assurance, application troubleshooting, writing technical reports, planning tasks and managing issues.

Digital Artist **2016-2019**
Freelance, Remote