

Zi Di Zhu

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Skills

- Programming
- System Design
- API Integration
- Web Development
- Front-end / UI
- Database
- Game Engines
- CD/CI Pipeline
- Audiovisual Technologies

Programming & Scripting Languages: C#, Java, Typescript/Javascript, SQL, HTML, CSS, php, Python, C++, C

Frameworks & Libraries: Unity Game Engine, Pixi.js, React.js, jQuery, .NET

Tools: Git, Jira, Docker, Jenkins, Microsoft Office, Notion

Graphics Technologies: OpenGL, Blender, 3D Rendering, Vector Animations, Texture Packing

Education

Bachelor of Computer Science

2020/09- 2024/05

Concordia University, Montreal, QC

- Graduated with Distinction - GPA 3.8
- Highlighted Courses: Advanced Program Design with C++, Computer Graphics, Game Development, User Interface Design, Physical Computing and Tangible Media, Computer Network

Work Experiences

Game Developer

2025/03 - Ongoing

Pearfiction Studios inc.

- Developed real money online slots. Implemented the games' front-end with Pixi.js.

Game Designer

2024/05 - 2024/12

Diver 2 Studio

- Co-created the game pitch and developed a prototype for *Late Fee*, a simulation/management game and received funding from an investment firm.

Research Technician

2023/09 - 2024/05

Technoculture, Art and Games Lab (TAG), Concordia University & Université de Montréal

- Helped develop game prototypes in Unity Engine for educational purposes.
- Maintained technical documentations and helped troubleshoot the technologies.
- Created and maintained web content for the institutes.

R&D Developer (Co-op)

2022/09 - 2022/12

Next Generation Cities Institute, Concordia University

- Prototyped the [CITYplayer](#) project, a realistic city simulation in Unity Engine with the core software team.
- Visualized building data, optimized traffic simulation, prototyped interactive features and designed UI.

QA Tester

2019/02 - 2019/10

Keywords Studio

- Tested video games and softwares and wrote bug reports.
- Created excel sheets to keep track of tasks and facilitate collective workflow.

Personal Projects

[P5.Paint](#)

2024

A minimal, lightweight browser-based painting app made with a p5.js, a javascript library.

[A Collection of Games](#)

2019-2024

A dozen game prototypes of various genres I developed with Unity Engine or Javascript.

Co-Creations:

- [Interview](#): A narrative rhythmic game. Nominated entry in 2022 Global Game Jam Montreal.
- [Snowfolie](#): An online multiplayer battle arena snowball fighting game.