

# Zi Di Zhu

Game Designer, Digital Artist,  
Programmer

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## SUMMARY OF SKILLS AND QUALIFICATIONS

### SKILL SETS

#### Game Development:

- Object-Oriented Programming (C#, C++, Java, JS)
- Unity Engine
- 2D/ 3D Art asset production (Maya, Blender)
- Music and sound production (Ableton, FL Studio)

#### Front-end Development

- Javascript, HTML, CSS;
- Adobe Photoshop, XD, Illustrator.

#### Project management

- Documentation writing
- Github, Jira, Trello, Notion, Excel.

### LANGUAGES

**Mandarin** - Native/bilingual proficiency

**English** - Native/bilingual proficiency

**French** - Intermediate

### COMPETENCIES

- Disciplined in both art and programming
- Familiar with the game production pipeline
- Quick to learn and adapt to new tools and workflows

### EDUCATION

#### Computer Science Joint Major in Computation Arts (BCompSci)

2020- 2024

*Concordia University, Montreal, QC*

- The program provides the core curriculum of computer science, and in addition, offers courses that explore the intersection of design and technology including interaction design, network and navigation, visual communication, computer graphics, etc.
- GPA 3.78/4.3

### WORK EXPERIENCE

#### Game Programmer

2022

*Next Generation Cities Institute, Concordia University*

- Prototyping an interactive city simulation data in Unity Engine.

#### Research Assistant

2021-2022

*Design and Computation Arts, Concordia University, Montreal, Quebec*

- Prototyping an experimental sci-fi game and documenting the development process as a research for game design methodologies.

#### Graphic Designer

2021

*VAV Gallery & CUJAH, Montreal, Quebec*

- Creating promotional material for exhibitions.

#### 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.