

Zi Di Zhu

[Portfolio Website](#) / [LinkedIn](#) / [Instagram](#)

SUMMARY OF SKILLS AND QUALIFICATIONS

Languages: English / Mandarin / French

Computer Skills:

- Video/Visual Production: Adobe Suite - Photoshop, Premiere, InDesign, etc;
- Programming for website, games or app: Javascript/c#/c++/HTML/CSS;
- Music Composition and audio production: Ableton / FLstudio;
- 3D Modeling: Maya / Blender.

Competencies:

Diverse skill set: Visual art, programming, sound design, video production, interaction design;

Flexibility: Able to communicate efficiently with both programmers and artists/designers, comfortable with both creative and technical tasks;

Self-reliance: Self motivated, able to learn new softwares fast and independently.

EDUCATION

Bachelor of Computation Arts (BFA)

2020- Present

Concordia University, Montreal, QC

- GPA 3.77/4.30

WORK EXPERIENCE

Graphic Designer

Sept 2021–present

VAV Gallery, Montreal, Quebec

- Creating promotional material for exhibitions such as posters, wall texts, social media posts and videos.
- [Sample Design](#)

CUJAH (Concordia Undergraduate Journal of Art History)

- [Sample](#)

Research Assistant

May-Dec 2021

Design and Computation Arts, Concordia University, Montreal, Quebec

- Research, development, and documentation of an experimental, speculative game or interactive experience.

Video Games FQA Tester

Feb-Oct 2019

Keywords Studio, Montreal, Quebec

- test playing video games for functionality and quality assurance, finding bugs and troubleshooting, writing technical reports and managing tasks, and communicating with clients.

Illustrator / Graffiti Artist

2015-2019

Freelance

- a variety of freelance commissions including album covers, book illustrations, graffitis, oil

paintings and business card designs.

- Sample Works: [Coloring Book](#), [Graffiti \(Toronto Nuit Blanche 2017\)](#), [Music Visualizer](#)

PROJECTS / AWARDS

Personal Projects :

[A collection of small games](#)

2021

Winner of 2021 [Experiential Award](#) at Concordia.

- A collection of web games.
- The games are of different genres: puzzle, mystery, sandbox, platformer, music toy, etc. Most of them are programmed with javascript.

[Human_Error](#)

Dec 2021

- An experimental game which combines a first person walking simulator and logical puzzles.

[POPCART212](#)

Apr 2021

Concordia University, Montreal, QC

- Original pop song (with music video).

Team Projects :

[Interview](#) - Music production, level design, art

2022

Global Game Jam 2022 - Honorable Mention

- A rhythm game about a job interview in hell.

[Arduino Beat Machine](#) - Programming, Design

Nov 2021

Concordia University, Montreal, QC

- Project for the Tangible Media and Physical Computation class.
- Made from scratch with the Arduino microcontroller.

[Meat Cute](#) - Music production, game design

May 2021

Concordia Makes Games Jam - 2nd Place

- A twin stick shooter.