

Zi Di Zhu

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SUMMARY OF SKILLS AND QUALIFICATIONS

Languages: English / Mandarin / French

Computer Skills:

- Video/Visual Production: Adobe Suite - Photoshop, Premiere, InDesign, etc;
- Web Design and Web Programming: Javascript/HTML/CSS;
- Game Design and Development: Unity /C#.
- 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

2021 - 2022

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

2021 / 2022

Design and Computation Arts, Concordia University, Montreal, Quebec

- Working on developing video games and researching the methodologies of speculative game design.

Video Games Quality Assurance 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.

Visual Artist

2015-2019

Freelance

- a variety of freelance commissions including album covers, book illustrations, graffiti's, oil paintings and business card designs.
- Sample Works: [Coloring Book](#), [Graffiti \(Toronto Nuit Blanche 2017\)](#), [Music Visualizer](#)

OTHER PROJECTS / AWARDS / EXHIBITIONS

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

March 2022

Global Game Jam 2022 - Honorable Mention

- A rhythm game about a job interview in hell, made in 4 days with 4 members.

[SnowFolie](#) - Character Art and Model, Music

2022

Ubisoft GameLab 2022

- An online multiplayer snowball fight game.

[Asian Horror & Cynicism](#)

June 2022

Themed exhibition at Maison de la Culture Janine-Sutto

- A collective, horror-themed multidisciplinary art exhibition, as a part of Festival Acces-Asie including interactive installations.

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

Nov 2021

Concordia University, Montreal, QC

- An unconventional, modular beat machine.
- 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.