Zi Di Zhu

Summary

Zi Di Zhu is a multidisciplinary artist, developer and musician with a background in computer science. Zi Di specializes in interactive media, game development, and creative technologies.
As a game designer, Zi Di focuses on weaving storytelling into game mechanics and creatively blending genres, offering players a unique and engaging experience.
As a software engineer, Zi Di's goal is to innovate for accessibility and sustainability, and to provide speculative designs and prototypes to alternative frameworks of human-computer interactions that challenges industry standards. Zi Di's most recent prototype,
p5.paint - [Link](#), is a minimal, lightweight browser-based painting app designed to be accessible and function seamlessly without a drawing tablet.

Education

[2020-2024] Bachelor of Computer Science with Joint Major in Computation Arts @ Concordia University

- Graduated with distinction - GPA: 3.8

- Advanced courses taken: Computer Graphics, Game Development, Research-Creation, Tangible Media and Physical Computing, Information Design, 3D Digital Production

- Clubs & Activities:

    - Board member at Concordia Undergraduate Journal of Art History.

    - Graphic designer at the VAV Gallery.

    - Participating member at Concordia Game Development Club.

Featured Exhibitions

[2024] IVGD Fest 2024 - Play Indie Games @ Dawson College - [Link](#)

- A Montreal-based indie games showcasing event.

- Featured game: *Clones' Playground* -[Link](#)

    - An interactive prototype of a puzzle-adventure game where the player controls multiple clone characters and navigate, deconstruct and the environment to solve puzzles.

[2022] Asian Horror & Cynicism - Link
Presented by Festival Accès Asie @ Maison de la Culture Janine-Sutto

- An immersive, horror-themed Asian Heritage Month Exhibition.

- Featured works:

    - *Doing Nothing*: an interactive story about remote work the alienation of labor. Link

    - *幽灵*: The ambient soundtrack of the exhibition. Link

    - *Human.Error*: A collection of visual art pieces. Link

[2021] Spaces Between / Espace-Entre - Link
Presented by Milieux & Concordia University

- Exhibition of selected student works from Design and Computation Arts.

- Featured work: *A Collection of Small Games* - Link

    - A variety of browser-based games and applications i developed in 2020-2021.

    - Titles includes *Plural Platformers*, a puzzle-platformer game; *Meme Sandbox*, a funny content generator; *Meat Cute*, a top-down shooting game and *Fruits Jam*, an interactive music project.

Groups & Communities

[2024] Founding Member @ Kokolo Game Art Collective - Link

- A technical, artistic, and cultural game-making group which fosters collective making through organizing community events including workshops and game jams.

[2024] Band Member @ Pub Crawl - Link

- An emerging, Montreal-based experimental musician / game dev duo focusing on novel approaches to storytelling through music and sounds.

Work Experiences

[2023-2024] Research Developer @ Université de Montréal

- Developed interactive learning applications and educational games on STEM subjects.

[2022] Gamification Programmer @ Next Generation Cities Institute Concordia

- Developed a interactive neighborhood simulator, *CITYplayer* - Link in the core software team, collaborated with researchers across disciplines in creating simulations to visualize environmental data, to better understand environmental sustainability and urban livability.

Award & Nominations

[2022] Nominated in Montreal @ Global Game Jam 2022

- Nominated game: *Interview* -Link

  - A rhythm game with a comedic plot about a job interview in hell.

  - Worked in a team of 4, taken the role of game design, music production, art assets and level mapping. The game was completed within 48 hours.

[2021] Experiential Design Award @ Concordia University - **Link**

- Awarded project: *A Collection of Small Games*

Media Coverage

[2023] Featured Artist @ Dead Projects - **Link**

- Featured work: *Freelancer: The Graphic Design Game*
  An educational puzzle game prototype about color and design theories. -
  Link

[2020] Featured Artist @ Psychedelic Picture

- Featured work: illustration. - Link