Zi Di Zhu

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Skills

Core Competencies:

- **Unity / C#**
- **System Design**
- **Tools Programming**
- **Gameplay Programming**
- **UI / UX**
- **Level Design**
- **3D Modeling**
- **Technical Art**
- **Web Development**
- **Project Management**
- **Music and Audio**

Languages & Softwares: C#, Java, Python, C++, SQL, html, css, JavaScript, Unity, Godot, Unreal, Blender, Autodesk Maya, Substance Painter, Photoshop, Ableton Live, Vocaloid, Davinci Resolve, Excel

Education

Bachelor of Computer Science with Joint Major in Computation Arts   **2020/09- 2024/05**
Concordia University, Montreal, QC
- Graduated with Distinction - GPA 3.8
- Highlighted Courses: Advanced Program Design with C++, Computer Graphics, 3D Production, Game Development, User Interface Design, Physical Computing and Tangible Media, Computer Network

Work Experiences

Game Designer   **2024/08 - 2024/12**
Diver 2 Studio
- Pitched the concept for *Late Fee*, an immersive VHS shop sim and received funding from an investment firm.

Research Assistant   **2023/09 - 2024/05**
Technoculture, Art and Games Lab (TAG), Concordia University & Université de Montréal
- Created systems for project management and wrote guides for troubleshooting common technical problems.
- Created and maintained websites.
- Contributed to research on speculative game design and documentation methodologies.

Unity C# Programmer   **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, added interactive features and prototyped 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.

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.
Recipient of the 2021 Experiential Design Award at Concordia University.
Co-Creations:
- Interview: A narrative rhythmic game.
- Snowfolie: An online multiplayer battle arena snowball fighting game.