

Zi Di Zhu

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Skills

Competencies:

- Programming
- Game Engines
- API Implementation
- Game Design
- Technical Design
- Project Management
- Technical Art
- UI / UX
- Audio Production

Softwares: Unity, Godot, Unreal, Blender, Autodesk Maya, Substance Painter, Photoshop, Ableton

Languages: C#, Java, C++, Python, Javascript/Typescript, php, SQL, GLSL

Web Technologies: html /css, React.js, Node.js, ASP.NET, wordpress

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, Database and Algorithms, 3D Production, Game Development, User Interface Design, Physical Computing and Tangible Media, Computer Network

Work Experiences

Full Stack Developer

2024/06 - 2024/12

Diver 2 Studio

- Pitched the concept for *Late Fee*, an immersive VHS shop sim and received funding from an investment firm.
- Programmed data management tools and developed a dialogue system.

R&D Technician

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.

Highlights:

- [Egg Game](#): A text adventure genre parody game about cooking. Playable in browser.
- [Plural Platformers](#): A puzzle-platformer. Playable in browser.
- [Interview](#): A narrative rhythm game. Nominated in Global Game Jam 2022. (Collab - Music / Game Design / Levels)
- [Snowfolie](#): An online multiplayer battle arena snowball fighting game. (Collab - Character Model and Customization)