

Zi Di Zhu

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Skills

Core Competencies:

- Programming
- System Design
- Tools Programming
- DevOps practices
- UI / UX
- Technical Supports and Troubleshooting
- Technical Writing
- Microsoft 365
- Web Development
- Project Management
- Audiovisual Technologies

Languages & Tools: C#, Java, Python, C++, SQL, html, css, JavaScript, Unity, Godot, Blender, Autodesk Maya, Illustrator, Photoshop, Ableton Live, Davinci Resolve, Excel, Google Sheets, Git, Github, Jira

Education

Bachelor of Computer Science

2020/09- 2024/05

Concordia University, Montreal, QC

- Graduated with Distinction - GPA 3.8
- Highlighted Courses: Advanced Program Design with C++, Computer Graphics, Game Development, User Interface Design, Physical Computing and Tangible Media, Computer Network

Work Experiences

Game Designer

2024/05 - 2024/12

Diver 2 Studio

- Pitched the concept for *Late Fee*, an immersive VHS shop sim and received funding from an investment firm.

Research 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.

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, prototyped interactive features and designed 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.

Co-Creations:

- Interview: A narrative rhythmic game.
- Snowfolie: An online multiplayer battle arena of snowball fighting.