

Zi Di Zhu

[Website](#) / [Itch.io](#) / [ArtStation](#)

Zi Di is a software developer and interdisciplinary artist and who specializes in video game programming, UX design and technical art.

Skills

- **Programming Languages:** C# Java C++ Javascript Python C GLSL HLSL Vulkan GDScript TypeScript php SQL Clojure Lisp
- **Web Technologies:** HTML CSS JSON XML
- **Tools & Environment:** Git Github Windows WSL Ubuntu Docker npm Maven Tomcat Junit Visual Studio JetBrains
- **Project Management and Documentation** Jira Notion Microsoft Office Figma UML Markdown LaTeX
- **Game Development and Design:** Unity Blender Autodesk Maya Photoshop Godot Unreal 3ds Max Substance Painter Mudbox Adobe Illustrator Processing
- **Audio and Music Production:** Ableton Live Audacity FLStudio Vocaloid MuseScore
- **Video Editing and Production:** Davinci Resolve Sony Vegas OBS
- **Electronics Prototyping:** Raspberry Pi Arduino


Education

- **Concordia University (2020/09-2024/05)**
Bachelor of Computer Science (BCompSc) with Joint Major in Computation Arts
 - *Graduated with distinction - GPA: 3.8*
 - *Advanced courses taken:* Advanced Program Design with C++ Computer Graphics Game Development User Interface Design 3D Production Networked Media Physical Computing and Tangible Media

Work Experiences

- **Website Developer @ Concordia University, 2024/05 -2024/07 (Contract)**
 - *Front-end web development / content management system implementation.*
 - `html` `css` `javascript` `php`
- **Programmer @ Université de Montréal, 2023/09 - 2024/04 (Contract)**
 - *Developing interactive learning applications and educational games on various subjects such as biology and physics.*
 - `Unity` `C#` `Blender`
- **Gamification Designer & Programmer @ New Generation Cities Institute, Concordia, 2022/09 - 2022/12 (Internship)**
 - *Designing and prototyping an immersive Montreal City simulation based on open-source geographical data. Worked on pedestrian and traffic simulation, designing UI/UX, gameplay programming & Audio.*
 - `Unity` `C#` `ArcGIS` `OpenStreetMap`
- **Graphic Designer @ VAV Gallery, 2021/09-2022/06 (Contract)**
 - *Making posters, banners, wall texts, booklets, web pages, promotional videos etc.*
 - `Photoshop` `Illustrator` `Drawing & Painting`
- **QA Tester @ Keywords Studio 2019/02 - 2019/10 (Full-time)**
 - *2019/02 - 2019/10 (Full Time)*
 - *Playtesting video games, managing tasks and writing bug reports.*
 - `Atlassian` `Jira` `Excel` `Github` `PC` `XBox` `Switch`

Projects

-  **Clones Playground Demo (2024) - Puzzle / RPG / Platformer**
 - *Solo Project, developed within 1-2 months on free time*
 - *Role: Design, Programming, Art*

- *An RPG where your inventory is a stack of objects that your character physically carries. Most objects in the environment, in addition to its unique interaction, can be moved, stacked and thrown, including the playable characters. The player strategically make use of environment resources and plan their sequence of actions to reach goal destinations.*
- [!\[\]\(7e19807c61da14f515588e95cd49886c_img.jpg\)](#) **CatLander (2023 CGJ 2nd place) - Action / Arcade**
 - *Team of 5, developed within 48 hours*
 - *Role: Design, Programming, Music*
 - *A runner game where you play as a cat traveling through a dimensional rift between 2D and 3D worlds, with procedurally generated levels and adaptive gameplay difficulty.*
- [!\[\]\(8ff9e60a4b0560d7ec99179ef4779d9e_img.jpg\)](#) **Interview (2022 GGJ - Nominated) - Rhythm / Narrative**
 - *Team of 4, developed within 72 hours*
 - *Role: Design, Music, Levels, Art*
 - *A comedy about a job interview in hell, but it's a rhythm game.*
- [!\[\]\(ab9b69bf5753a01c76b30af859454360_img.jpg\)](#) **A Collection of Small Games (2021 Concordia Experiential Design Award Winner)**
 - *Solo projects developed over the course of one year.*
 - *Role: Design, Programming, Art, Music*