

Zi Di Zhu

[Portfolio Website](#) / [LinkedIn](#) / [Instagram](#)

SUMMARY OF SKILLS AND QUALIFICATIONS

Languages: English / Mandarin / French - written and spoken

Computer Skills:

- Video/Visual Production: Adobe Suite - Photoshop, Premiere, InDesign, etc;
- Programming for website, games or app: Javascript/c#/c++/HTML/CSS;
- Music Composition and audio production: Ableton / FLstudio;
- 3D Modelling: Maya / Blender.

Competencies:

Diverse skill set: Visual art, programming, sound design, video production, interaction design;
Flexibility: Able to communicate efficiently with both programmers and artists/designers, comfortable with both creative and technical tasks;
Self-reliance: Self motivated, able to learn new softwares fast and independently.

EDUCATION

Bachelor of Computation Arts (BFA)

2020- Present

Concordia University, Montreal, QC

- GPA 3.76/4.30

WORK EXPERIENCE

Graphic Designer

Sept 2021–present

VAV Gallery, Montreal, Quebec

- Creating promotional material for exhibitions such as posters, wall texts, social media posts and videos.
- [Sample Design](#)

CUJAH (Concordia Undergraduate Journal of Art History)

- [Sample](#)

Video Games FQA Tester

Feb-Oct 2019

Keywords Studio, Montreal, Quebec

- test playing video games for functionality and quality assurance, finding bugs and troubleshooting, writing technical reports and managing tasks, and communicating with clients.

Illustrator / Graffiti Artist

2015-2019

Freelance

- a variety of freelance commissions including album covers, book illustrations, graffiti, oil paintings and business card designs.
- Sample Works: [Coloring Book](#), [Graffiti \(Toronto Nuit Blanche 2017\)](#), [Music Visualizer](#)

PROJECTS / AWARDS

[A collection of small games](#)

2021

Concordia University, Montreal, QC

- A collection of web games.
- The games are of different genres: puzzle, mystery, sandbox, platformer, music toy, etc. Most of them are programmed with javascript.
- This website has won the 2021 [Experiential Award](#) at Concordia.

Human_Error: an Experimental Game (under [development](#))

July 2021 - Present

Concordia University, Montreal, QC

- A combination of first person 3D walking simulator and logical puzzles.

[Meat Cute: A Twin Stick Shooter](#)

May 2021

Concordia Makes Games

- This game was a collaboration project made during a game jam, within the timespan of 2 days. I was in charge of the game's mechanical design, as well as music and sound production.
- The game scored 2nd place by the voting from the game 's judges and participants.

[POPCART212: A Music Video](#)

Apr 2021

Concordia University, Montreal, QC

- Original pop song (with music video).

[Arduino Beat Machine: A music Toy](#)

Nov 2021

Concordia University, Montreal, QC

- Project for the Tangible Media and Physical Computation class.
- Made from scratch with the Arduino microcontroller.