Zi Di Zhu

Game Designer, Digital Artist, Programmer

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SUMMARY OF SKILLS AND QUALIFICATIONS

SKILL SETS

Game Development:

- Object-Oriented Programming (C#, C++, Java, JS)
- Unity Engine
- 2D/ 3D Art asset production (Maya, Blender)
- Music and sound production (Ableton, FL Studio)

Front-end Development

- Javascript, HTML, CSS;
- Adobe Photoshop, XD, Illustrator.

Project management

- Documentation writing
- Github, Jira, Trello, Notion, Excel.

LANGUAGES

Mandarin - Native/bilingual proficiency
English - Native/bilingual proficiency
French - Intermediate

COMPETENCIES

- Disciplined in both art and programming
- Familiar with the game production pipeline
- Quick to learn and adapt to new tools and workflows

EDUCATION

Bachelor of Computation Arts (BFA)   **2020- Present**

Concordia University, Montreal, QC

- The program explores the intersection of design, art and technology. The courses include interaction design, iterative game prototyping, network and navigation, visual communication, creative programming, etc.
- GPA 3.79/4.30

WORK EXPERIENCE

Research Assistant   **2022**

Design and Computation Arts, Concordia University, Montreal, Quebec

- Developing an experimental sci-fi game and analyzing the use of game design methodologies.

Graphic Designer   **2021**

VAV Gallery & CUJAH, Montreal, Quebec

- Creating promotional material for exhibitions such as posters, wall texts, social media posts and videos.

Video Games Quality Assurance Tester   **2019**

Keywords Studio, Montreal, Quebec

- Testing video games for functionality and quality assurance, application troubleshooting, writing technical reports, planning tasks and managing issues.

Freelance Artist   **2015-2019**

Remote

- A variety of commissions including digital drawings, album covers, book illustrations, graffitis, oil paintings and animations.

TEAM PROJECTS & GAME JAMS

Interview

Game Design, Music and Level Design, Art   **2022**

Global Game Jam 2022 - Honorable Mention

- *Interview* is a game that combines the mechanics of a rhythm game with a dialogue system, where each word is a beat and a sentence is formed by playing the word beats on time. This unique gameplay was intended to be a metaphor for the distressing experience of a job interview.

SnowFolie

Concept Art, Character Model, Music   **2022**

Ubisoft GameLab 2022

- Snowfolie is a multiplayer online battle arena of snowball fighting. Taking aesthetic inspiration from the movie *Guerre des Tuques*, *Snowfolie* attempts to spark the joy and nostalgia of snowball fighting with your friends.

Meat Cute

Game Concept, Music and Sounds   **2021**

Concordia Makes Games Jam - 2nd Place

- Meat Cute is an arcade style twin stick shooter, where the player uses Cupid's bow to shoot arrows that connect roaming body parts, in order to matchmake them into forming a complete body.

PERSONAL PROJECTS & AWARD

A Collection of Small Games   **2021**

Winner of 2021 **Experiential Award** *at Concordia.*

A collection of small puzzle games and sandbox toys that runs on the web browser, programmed in Javascript.
I made these games to commemorate Adobe Flash, as Flash games were a quintessential part of entertainment in my childhood.

Human Error   **2021**

An experimental ambient game with puzzle elements. It presents a future scenario where tech companies have acquired the copyright of human DNA, and raise human clones like developing a commercial product.