



Zehao Lu, second-degree in Computer Science

GitHub: <https://github.com/ZehaoLu01> | **Phone:** 236-983-6366 | **Email:** luzehao1998@gmail.com

Tech Skills

Language: C#, C/C++, JavaScript/TypeScript, Java, Python

Tool/Technology: OpenGL/WebGL, Git, Chai, Mocha, BS4, JDBC, MySQL

Game Engine: Unity, Unreal

IDE: Visual Studio, VS Code, IntelliJ Idea

Personal Projects

Human vs Orc – an RTS Game ([GitHub](#))([Demo](#))

Jan 2022 – Now

- Players can build castles, collect resources, and produce units with characteristic skills to attack their enemies.
- Implemented by Unity engine and C#.
- Created a grid system and constructed a skill system, pathfinding algorithm(A*), and map generation module based on it.
- Developed a state machine to better manage action and animation changes.

Argon Assault – a Spaceship Combat Game ([link](#))([Demo](#))

Sep 2021 – Oct 2021

- Player can drive a spaceship, defend themselves by emitting laser beams to shoot down enemy spaceships.
- Implemented by Unity engine and C#.
- Used Unity Particle system to implement laser beams and explosions and used Timeline to organize enemy waves.

Academic Projects

Calorie Tracker

May 2022 – Aug 2022

- Created a web application designed to support UBC students' dietary goals with a team.
- Built the restaurant, items, and recommendation backend APIs and implemented some frontend react.js elements.
- Developed a crawler to collect nutrition data from an external website once a day.

Insight Façade

Jan 2022 – Mar 2022

- Designed a REST API to query and manage UBC course and room data.
- Built frontend using HTML, CSS, JavaScript, and backend using Typescript and Express.js.

Extracurricular Activities

Participate in “Town one” – A Quiver Games Incubator Game Jam Event ([itch link](#))([Demo](#))

Apr 2022

- Built an educational game named “Path of the Fire”, which is about the monkeys saving themselves from a forest fire.
- Worked as a programmer (Unity and C#) and game designer.
- Built most of the core game mechanisms, including the health system (attack, receive damage, UI, etc.), map generation algorithm, and resource system.
- Won the “Town One Hero Award”. It is for the group of developers whose game gets the most votes from the audience and has the best overall performance.

Education

University of British Columbia — Bachelor of Science, BC, Canada

Sep 2021 – Now

Major: Computer Science **Year Level:** 2 (most probably be promoted to 4 next semester)

GPA: 86.2% (general), 90.9% (computer science)

Coursework: Basic Algorithms and Data Structure (96%), Introduction to Software Engineering (93%), Computer Graphics (88%), Computer Networking (88%)

Hefei University of Technology — Bachelor of Management, Hefei, China

Sep 2017 – Jun 2021

Major: E-commerce

GPA: 88%(general), 92% (Math and programming)

Scholarship: The Third Prize Scholarship (2018, 2019), The Second Prize Scholarship (2020)