CHRISTINA ZHANG

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🖼 Work Experience

Rave Media, Inc. (formerly WeMesh)
UI/UX Designer | Kitchener, ON | May - August 2016

- Produced wireframes and mock-ups for potential features and interfaces
- Created animated prototypes to facilitate ideas to developers

Cloud Collective
Illustrator | Vancouver, BC | October 2014 - May 2015

- Drew multiple full colour illustrations for website and promotional materials
- Handled high volume orders, such as eight illustrations within one week

✎ Projects

Connect the Stars
January 2017 - Present

- Developing a 2D platformer game using Python and Pygame
- Using hand-drawn frames and original character designs

Personal Website
January 2017 - Present

- Designed and developed a personal website to showcase portfolio
- Implelmented mobile-first design principles

Chamber Crawler 3000
November - December 2016

- Programmed a dungeon crawler video game in C++14 based on the game Rogue
- Utilized object-oriented software patterns and principles

🎓 Education

University of Waterloo
Bachelor's of Computer Science, Honours
Computational Fine Arts Option
September 2015 - Present

⚒ Skills

Programming Languages:
C++14, C, Racket, Python

Design:
Illustrator, Photoshop, After Effects

Web Development:
HTML, CSS, JavaScript

🎖 Honours & Awards

Shad Valley Alumni Entrance Scholarship
September 2015

Achievement in Artistic Design in Animation
June 2015 | Reel Stars Film Festival

President's Scholarship of Distinction
February 2015 | University of Waterloo