

Wei Zhang

Programmer, Game Designer

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Looking for a Computer Science Internship, Undergraduate

Programming Languages & Skills

- ▶ C/C++
- ▶ C#/JavaScript
- ▶ SQL
- ▶ Java
- ▶ HTML/CSS
- ▶ UNITY3D

Experience & Projects

Founder, President & Programming Leader

Purdue Virtual Reality Club

(2015 Spring to Present)

- A VR development team of nearly 80 members, dedicated to build games for Oculus VR device.
- Founding the club in 2015 spring, also being the leader of Programming Group, and being involved in Procedural Map Generation Design, Character Control Design & Mechanism Design.
- Popularizing VR in Purdue University & providing an environment for the people with VR interests to work together as a team.

Indie Mobile Game Developer & Designer

(2014 Fall to Present)

- Angry Birds style strategy game.
- Independent development, from arts to coding done by myself.
- iOS-based, Unity API C# & JavaScript programming.
- Releasing on App Store in 2016 spring.

CS Projects Veteran

- Purdue SafeWalk System (language: Java | MVC architecture).
- Music Generator, Text-To-Speech Converter & Text Word Counter (language: C & C++).
- Polynomial Evaluation Calculator (language: Java).

Conference Speaker

8th Global Mobile Game and Channels Conference

(2013 Spring)

- Being invited to be one of the speakers in the 8th Global Mobile Game and Channels Conference, a large-scale professional conference. Giving a lecture about Live2D, a rising graphics technology in Japan (I'm the 1st person who introduced this technology to the developers in China in 2013).

Website Founder

Anireal.com

- A website designed to bring anime & VR news to the community.

Education

Purdue University, Junior | Pursuing Bachelor's Degree in CS | In-Major GPA: 3.52

Full Score on Every CS Labs/Projects

"I love coding and learning. I deeply believe coding is a self-development process. My dream is to build my own studio and to design the things I like."