Sharon Zhong

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PROJECTS

Personal Orc Rig Project

https://youtu.be/Tl8ELiFamaE

- Created an IK Rig, Painted Skin Weights, Set up cloth physics in UE4
- Model Credit: ZeroArt3d on CGTrader
- Tools Used: Maya, NgSkinTools, Unreal Engine 4

RotoR | Unity 3D Multiplayer Shooter

- Game Design and Development project, completed over the course of a month with a team
- Rigged and animated player model, scripted functions to change skin/material of player, and did general script cleanup
- Tools Used: Unity, Maya, Substance Painter, C#

Procedurally Generated Dungeon Crawler | School Project 61B

https://github.com/Berkeley-CS61B-Student/sp21-s1506 (private)

- Built 2D tile-based world exploration engine
- Implemented methods to randomly generate dungeon levels, save and load from file, and keyboard/game interactivity
- Tools Used: Java

SKILLS

Relevant Programs: Maya, NgSkinTools, Unreal Engine 4, Unity (C#), Substance Painter, GitHub
Relevant Coding Languages: Python, Java, C, C#, MEL

EDUCATION

University of California, Berkeley - Berkeley, CA   *2020 - Expected 2024*
Bachelor of Arts, Computer Science

- Relevant Coursework:
    - DESINV 198: Game Design and Development
    - Math 54: Linear Algebra

ACTIVITIES/AFFILIATIONS

Game Design and Development DeCal Program *(Student Run Course)*   *2021 - Present*
     Facilitator/Instructor for Spring 2022

Game Design and Development Club   *2021 - Present*

AWE Association of Women in EE&CS   *2021 - Present*
     Mentorship Project (Mentor to Incoming CS Freshmen)

Cal Women in Gaming   *2021 - Present*
     Mentorship Program (Mentee under Technical Art Director at Riot)