

John Zhou

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Indie game programmer (Unity/C#) turning ideas into mobile and PC games with AI and networking.

EDUCATION

CUNY Hunter College, BA in Computer Science, Magna Cum Laude

May 2025 • GPA: 3.83 • Daedalus Honors CS Scholar • Dean's list 2021-2025

SKILLS

Languages	C#, Lua, Python, C++
Engines/Frameworks	Unity (C#) , Roblox Studio, (Lua, DataStoreService, Server-client replication)
Tools	JetBrains Rider, Visual Studio, Git, Trello
Concepts	Networking (Netcode, LAN), AI (State machines, NavMesh), Save Systems (JSON), Agile/Scrum

EXPERIENCE

EGD Collective – *Game Studio Fellow*

September 2024 – May 2025 | New York, NY | [Steam Link](#)

- Collaborating with 100+ student developers in a simulated AAA game studio, developing a 3D roguelite action game with Unity (C#) within a programming team of ~15 students.
- Designed and implemented state-machine-based AI for two unique enemy types ('Charger' and 'Golem'), enhancing combat variety and player engagement.
- Developed a robust JSON-based save system, enabling players to persist game preferences across multiple sessions.
- Participating in agile development with weekly sprints, scrum meetings, and code reviews, utilizing Github for source control and feature branch workflow.
- Mentored and onboarded junior game programmers, improving debugging workflows and team productivity.

PROJECTS

Shroomies – *Lead Programmer*

Unity (C#) | June 2022 – 2024

- \$1000 Grand Prize at RPI Gamefest 2023; showcased at GDC 2023 (1 of 3 CUNY student games).
- Shipped arcade shooter game with 1000+ views and 500+ plays on itch.io; 2nd place at itch.io BWGJ 2022.
- Led GitHub codebase maintenance and Trello organization for a 4-person team, ensuring a clean and efficient development environment.

Konbini no Kage – *Solo Developer*

Unity (C#) | March – May 2025

- Solely developed a 3D psychological horror game, achieving 1,000+ views and 300+ downloads on itch.io.
- Created all 3D assets within Unity with RealtimeCSG and leveraged generative AI for texture creation, significantly accelerating the art pipeline and enabling rapid prototyping.
- Integrated complex NPC behavior into the game using Unity's NavMesh Agent, dynamically updating the NavMesh to enable realistic pathfinding and movement AI in response to changing game states.

KaBlammo Tanks – *Solo Developer*

Unity (C#) | May 2025 – In Development

- Authored a 2D PvP projectile combat game, building core LAN multiplayer functionality along with realtime synchronization from the ground up using Unity Netcode for GameObjects.
- Utilized generative AI to create art assets, streamlining the development process and enabling rapid, efficient prototyping of game features.

Chairs & Chairs – *Programmer*

Unity (C#) | January 2025

- Developed 2D boss rush game within 30 days for itch.io Boss Rush Game Jam (top 20% overall, top 10% in boss design out of 865+ entries).
- Managed and organized codebase and game assets in a 2-person team while also composing original music.