

John Zhou

johnzhou256@gmail.com ❖ [Portfolio](#) ❖ [GitHub](#) ❖ [LinkedIn](#)

EDUCATION

CUNY Hunter College, BA in Computer Science

May 2025 • 3.83 GPA • Magna Cum Laude

Daedalus Honors CS Scholar • Dean's list 2022-2024

Relevant Coursework: Data Structures, Discrete Math, Linear Algebra, C++ Game Engine Creation

SKILLS

Languages	C#, Lua, Python, C++
Frameworks/Engines	Unity (C#), Roblox Studio, (Lua, DataStoreService, Server-client replication)
Tools	JetBrains Rider, Visual Studio, Git, Trello

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.
- Mentored and onboarded junior game programmers, improving debugging workflows and team productivity.
- Utilized Github for source control with feature branch workflow.

PROJECTS

Shroomies – Lead Programmer

Unity (C#) | June 2022 – 2024

- Shipped arcade shooter game with 1000+ views and 500+ plays on itch.io; 2nd place at itch.io BWGJ 2022.
- Won \$1000 grand prize at RPI Gamefest 2023; showcased at GDC 2023 as one of 3 CUNY student games.
- 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#) | Mar – 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 – Present

- Authored a 2D PvP projectile combat game, building core 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 in 1 month for itch.io Boss Rush Game Jam (top 20% of 865+ entries, ranking within the top ~10% in boss design).
- Managed and organized codebase and game assets in a 2-person team.