

Zecheng Hu

Phone: 07840 059015

Residence: Chester, United Kingdom

Email: contact@zechenghu.games

Portfolio: <http://zechenghu.games/>

GitHub: <https://github.com/kablouser>

itch.io: <https://kablouser.itch.io/>

Checklist

C++	Scored 93.75% on the C++ Coding Challenge (2020 Rising Star). TestDome top 10% . Coding for 3+ years . Confident with pointers and managing heap memory.
Maths	Calculus & Maths Analysis discovery module (88%). A-Level further mathematics (A*).
Studying Computer Science	Computer Science with High-Performance Graphics and Games (Master of Engineering) at the University of Leeds on track for a First class honours . With an expected completion date of 2022 summer.
Teamwork	Have a keen eye for reading people and adjusting my behaviour suitably. Teamed up in many game jams, side projects and university projects.
Burning Passion for Games	Play a wide variety of games from simulation racing to real-time strategy. Attentive to game design and user experience.
Interest in Graphics	Graphics Shaders Project
Portfolio	http://zechenghu.games/
C#	A broad and deep understanding of the language's rich features. Coding for 3+ years .
Unity	Made many games as my hobby over the past 3+ years . Finished many game jams. (see Experience)
Blender	Experience with modelling, rigging and animation.
Git version control	Experienced with GitLab, GitHub and BitBucket.

Personal Details

My English name is Jason. I've been programming for a long time before university. And have a strong maths foundation after passing further mathematics with flying colours. Teamed up in multiple game jams, extra-curricular projects and university projects. And created numerous games in my spare time.

I'm looking forward to working in a company that's developing memorable games.

Experience

2021	Tamagotchi Game (Jam, Team of 6) Unity DOTS ECS Experiment Tower Defence (Jam, Team of 3) Graphics Shaders Project
2020	<i>These are the best:</i> Souls-like Hack n' Slash Game Rising Star Challenge (Finalist)
2019	Fighting Game Prototype (Team of 2) Platformer Game (Jam) Game programmed in C with SDL2 library
2018	Platformer Game (Jam) Space Invader Game (Jam) Procedural Voxel Generation

SUMO DIGITAL RISING STAR X
GAME DEV CHALLENGE



**PROGRAMMING
FINALIST**

Education

University of Leeds Full list of modules	4th Year	<ul style="list-style-type: none">• Foundations of Modelling and Rendering (C++)• Animation and Simulation (C++)• Geometric Processing (C++)
	3rd Year	<ul style="list-style-type: none">• Computer Graphics (C++, 99%)• Parallel Computation (C OpenMP, 82%)
	2nd Year	<ul style="list-style-type: none">• User Interfaces (C++, Team of 5 people, 72%)• Software Engineering Project (Team of 6 people)• Stars and Galaxies (<i>I love physics</i>)
	1st Year	<ul style="list-style-type: none">• Calculus & Maths Analysis (88%)• Procedural Programming (C, 99%)
A-Levels (Upton-by-Chester Highschool)		<ul style="list-style-type: none">• Further Mathematics (A*)• Computer Science (A)

Hobbies and Interests

I am fond of problem-solving and learning. I tend to think about psychology and the user experience. At university, I like to help out fellow students with programming and learning the material together.

I love automobile cars. Especially tuning and modification. I find the mechanisms and interconnected systems extremely fascinating and satisfying.

I fancy science fiction and cyberpunk such as Blade Runner and Dune.

I am caring, humble, meticulous, sympathetic, and passionate. And I dislike clutter or being late.