

# Zecheng Hu

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[portfolio](#)

[itch.io](#)

## Skills

<b>C#</b>	A broad and deep understanding of the language's rich features. Coding C# for <b>4+ years</b> .
<b>C/C++</b>	Scored <b>93.75%</b> on the C++ Coding Challenge (2020 Rising Star). <a href="#">TestDome top 10%</a> . Confident working with pointers and heaped memory.
<b>Maths</b>	Discovery module in University: Calculus & Math Analysis ( <b>88%</b> ). A-Level further mathematics ( <b>A*</b> ).
<b>Unity</b>	Made many games as my hobby over the past <b>4 years</b> . Finished many game jams. (see <a href="#">Experience</a> )
<b>Blender</b>	Modeling, rigging and animation. Good understanding of the whole 3D modeling process.
<b>Git version control</b>	Experienced with GitLab, GitHub and BitBucket.
<b>Crunch timing</b>	From doing all-nighters when developing games for jams.

## Personal Details

Just call me Jason. I'm looking for any company developing interesting games.

I'm studying **Computing with High-Performance Graphics and Games** at the **University of Leeds**.

With an expected completion date of 2022.

I have entered and finished many game jams. And created numerous games in my spare time. I enjoy perfecting the feedback and tactile feel of game controls like movement or shooting. I also enjoy balancing game mechanics to reach an optimal difficulty curve.

- I am caring.
- I am humble.
- I am meticulous.
- I am sympathetic.
- I am passionate about my hobbies.
- I don't like clutter.
- I don't like being late.

## Experience

2021	<a href="#">Unity DOTS ECS Experiment</a> <a href="#">College Game Jam</a> (team of 3) <a href="#">Graphics Shaders Project</a> (university)
2020	<i>These 2 are the best of my works:</i> <a href="#">Souls-like Hack and Slash Game</a> <a href="#">Rising Star Challenge</a> (finalist)
2019	<a href="#">Fighting Game Prototype</a> (team of 2) <a href="#">Extra Credits Game Jam #4</a> <a href="#">Arcade Adventure Game</a> (university)
2018	<a href="#">Extra Credits Holiday Jam</a> <a href="#">1st Extra Credits Game Jam</a> <a href="#">Procedural Voxel World (A-Level)</a>
2017	<a href="#">Game Maker's Toolkit Jam</a>

SUMO DIGITAL RISING STAR X  
GAME DEV CHALLENGE



**PROGRAMMING  
FINALIST**

## Education

3rd Year Modules	<ul style="list-style-type: none"><li>• Computer Graphics</li><li>• User Adaptive Intelligent Systems</li><li>• Parallel Computation</li><li>• Machine Learning</li></ul>
2nd Year Modules	<ul style="list-style-type: none"><li>• User Interfaces (<b>C++</b>, <b>Team</b> of 5 people)</li><li>• Software Engineering Project (<b>Python</b>, <b>Team</b> of 6 people)</li><li>• Compiler Design and Construction (<b>Java</b>)</li><li>• Stars and Galaxies (I love physics)</li></ul>
1st Year Modules	<ul style="list-style-type: none"><li>• Procedural Programming (<b>C language</b>, <b>99%</b>)</li><li>• Object-Oriented Programming (<b>Java</b>)</li><li>• <b>Calculus &amp; Math Analysis (88%)</b></li></ul>
<b>A-Levels</b> (Upton-by-Chester Highschool)	<ul style="list-style-type: none"><li>• Further Mathematics (<b>A*</b>)</li><li>• Computer Science (<b>A</b>)</li></ul>

## Hobbies and Interests

At university, I like to help out fellow students. Especially at programming.

In my spare time, I enjoy playing a wide variety of video games. I critique and draw inspiration from them. And then experiment with those ideas by crafting my own games.

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