

# Zecheng Hu

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

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

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

## Skills

<b>C/C++</b>	Scored <b>93.75%</b> on the C++ Coding Challenge (2020 Rising Star). <a href="#">TestDome top 10%</a> . Coding for <b>3+ years</b> . Confident with pointers and managing heaped memory.
<b>C#</b>	A broad and deep understanding of the language's rich features. Coding for <b>3+ years</b> .
<b>Teamwork</b>	Have a keen eye for reading people and adjusting my behaviour appropriately. Teamed up in multiple game jams, extra-curricular projects and university projects.
<b>Maths</b>	Calculus & Maths Analysis discovery module ( <b>88%</b> ). A-Level further mathematics ( <b>A*</b> ).
<b>Unity</b>	Made many games as my hobby over the past <b>3+ years</b> . Finished many game jams. (see <a href="#">Experience</a> )
Blender	Experience with modelling, rigging and animation.
Git version control	Experienced with GitLab, GitHub and BitBucket.

## Personal Details

My English name is Jason. I'm studying in university

**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.

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

SUMO DIGITAL RISING STAR X  
GAME DEV CHALLENGE



**PROGRAMMING  
FINALIST**

## Education

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

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.