

Brian Zhao

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Experience

Project Phalanx - Engineering Lead - Olympus VR

Working as a team with more than a dozen classmates, I am working to bring an original board game, Pit Fighters, to life as a mobile app. Utilizing Unity we will create an immersive, interactive experience for players to enjoy. The project is still in its infancy so there is no public repository.

Google Cardboard Pong - Engineer

Worked with another engineer to create a prototype for Pong in Google Cardboard which would help with lazy eye. To do this I created independent rendering for each eye so we could display the paddle on one side and the balls on the other.

Repository: <https://github.com/kodomazer/LazyEye>

TA for AP Computer Science

Helped to teach an AP Computer Science class at Mission San Jose High School.

Education

Cogswell Polytechnical College

2015-present, projected graduation year 2019

Game Design Engineering

Relevant Coursework:

- Introduction to Python
- Introduction to C++
- Digital Imaging Concepts (Photoshop)
- Introduction to 3d Modeling (Maya)
- Game Design I
- Introduction to Texturing (Mudbox/Maya)
- Game Usability

Skills

- Java
- C#
- Unity
- C++
- Python
- Google Cardboard SDK
- Fast learner
- Adapts to the situation