

MINGWEI ZHANG

Queens, NY | 347-532-0885 | mingwei.zhang67@gmail.com | <https://www.linkedin.com/in/mingwei-zhang1> | [Github](#) | [Portfolio](#)

PROFESSIONAL SUMMARY

Dedicated **software and game developer** with expertise in **full-stack development, game design, and front-end technologies**. Proficient in **Java, Python, HTML, CSS, JavaScript, C, C#, and C++**, with strong experience using game engines like **Unity and Unreal Engine**. Skilled in creating **interactive applications and immersive experiences**, focusing on **user engagement** and efficient project delivery. Highly adaptable to new programming languages and technologies, leveraging a deep understanding of language similarities to quickly master new tools and frameworks. Passionate about building **innovative solutions** and contributing to **collaborative projects** that push creative and technical boundaries.

WORK EXPERIENCE

Game Design Internship (Remote), Scottsdale, Arizona

MoonRift Entertainment, LLC

Sep 2021 – Dec 2022

- Designed **2 third-person** and **1 first-person** game using **Unity** and **Unreal Engine 5** with teams of 2-5
- Supported **UI design, 3D modeling, animation (Blender), and debugging (C# and Blueprints)** for team projects
- Managed version control with **GitHub** and **Unity Collaborate**, ensuring smooth code and data transfer across **100+ commits**
- Implemented **8+ game mechanics** using **C#** (interaction systems, puzzles, missions, AI), accelerating project completion by **30%**
Projects: [Project IOTA](#), [Ash: Protector of Ignicity](#), [FireFighter Blaze](#)

Contract Game Developer (Remote), Davis, California

AlterLearning Educational Platform, Inc

Mar 2022 – Sep 2022

- Developed **4 VR educational games** using **Unity**, collaborating with teams of 5+ to enhance educational content
- Managed version control with **GitHub** and coordinated weekly tasks on **Trello**, improving team alignment and project timelines
- Created **5+ prototype models and 3D assets** using **Blender**, speeding up iteration cycles by **25%** and project timelines by 2 weeks
- Increased user interactions by **10%** by integrating **10+ game mechanics** (inventory systems, VR interactions, mini-games) using **C#**
Projects: [Marine Biology](#), [Celestial Journey VR](#), [Music Hall](#), [Maze Puzzle](#)

Undergraduate College Fellow, Stony Brook, NY

Stony Brook University - The Undergraduate College of Information and Technology Studies

Aug 2018 – Dec 2018

- Coordinated on **4+ college events**, including job fairs, orientations, and safety programs and served a role as **TA for 20 students**

PROFESSIONAL TRAINING

Unity Developer

Unity Learn

Sep 2022 – Nov 2022

- Designed and implemented **interactive UI components** to enhance user experience and engagement
- Utilized **3D animation systems**, including keyframes, sequences, and humanoid rigging, for dynamic visuals
- Created **special effects** with **Unity's Particle Systems** and **VFX Graph**, boosting scene realism
- Built functional prototypes using **ProBuilder** and **Terrain**, optimizing scene environments and lighting accuracy

Junior Programmer

Unity Learn

Dec 2021 – Jan 2022

- Acquired training in **Core Java** (OOP, Collections, Exception Handling) and **Advanced Java** (Servlet, JSP, Spring)
- Diagnosed and fixed **compilation errors**, exceptions, and optimized performance issues through debugging
- Used **GitHub** for project version control, ensuring efficient collaboration
- Applied **object-oriented principles** to create reusable, secure, and optimized code

Java Full Stack Developer Trainee

ClassBoxes Technologies

Dec 2021 – Feb 2022

- Acquired training in **Core Java** (OOP, Collections, Exception Handling) and **Advanced Java** (Servlet, JSP, Spring)
- Developed back-end systems with **MySQL/Oracle** and front-end components using **HTML and Servlets**
- Built an **online bookstore** with login/registration, integrating front-end and back-end technologies

PROJECTS

Front End Development Trainee, Queens, New York

Queens College Code.Resolve() Club - Codedex

Jan 2023 – May 2023

- Independently completed **front-end development tasks** using **JavaScript, HTML, and CSS** to build **interactive, responsive components**
Projects: [Personal Website](#), [Responsive Restaurant Menu](#), [Flappy Bird Game Concept](#)

Team Project Lead, Stony Brook, New York

Stony Brook University - Benevolent Computing

Feb 2021 – May 2021

- Led a team of 3 to develop a **pilot website** for The Jazz Loft museum using **HTML, CSS, and JavaScript**, incorporating **interactive 3D models**
Projects: [The Jazz Loft Documentation](#)

Project Coordinator, Stony Brook, New York

Stony Brook University - Database Design and Practice

Aug 2019 – Dec 2019

- Coordinated a project to create a tournament database using **MS Access**, managing player statistics and match history to improve tournament **data handling efficiency by 20%**
Projects: [Rainbow 6 Siege Collegiate League Database](#)

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EDUCATION

Queens College, CUNY, Queens, NY

Master of Arts: Computer Science

Expected graduation: May 2025

Stony Brook University, SUNY, Stony Brook, NY

Bachelor of Science: Double Major in Information Systems and Applied Mathematics

Aug 2021

Relevant Coursework

Object-Oriented Programming, Data Structures & Algorithm, Database Design, Survey of Probability and Statistics, Video Game Design, Benevolent Computing, Computer Organization & Assembly Language, Advanced Algorithms, Machine Learning, Software Development, Human-Computer Interaction

Certification

Full Stack Java, Unity Developer, Unity Junior Programmer, Game Developer, CSS, HTML, JavaScript

TECHNICAL SKILLS

- **Programming Languages:** C#, Java, Python, C++, R, Clisp, HTML5, CSS, JavaScript
- **Game Engines:** Unreal Engine 4 & 5, Unity 3D, Ren'Py, Godot, MIT App Inventor
- **Tools:** Blender, Photoshop, GIMP, DaVinci Resolve 17
- **Version Control:** GitHub, Unity Collaborate
- **Databases:** MySQL, MS Access, Oracle
- **Other:** Trello (Project Management), VR Integration

ADDITIONAL SKILLS

- **Languages:** English (Proficient), Mandarin (Native)
- **Transferables:** Problem Solving, Time Management, Communication, Interpersonal, Detail-Oriented, Teamwork, Adaptability