

Ramy Zhang

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Game Developer

I'm a computer science student at the University of Toronto, passionate about software engineering 🧑💻 and music 🎵. I am looking for game development roles to build interactive experiences that inspire and delight!

Education

HBSc Computer Science, University of Toronto

Sep 2020 - May 2024

Relevant Coursework: Data Structures and Algorithms, Computer Graphics, Software Tools and Systems Programming, Linear Algebra, Computer Organization, Multivariable Calculus, Machine Learning

Activities

Blueprint, Project Lead — University of Toronto

September 2022 - May 2023

- Lead the development of a teaching support tool on iOS/Android in React Native for Sistema (non-profit) music teachers
- Designed data architecture, wrote developer documentation, reviewed pull requests, and taught workshops for React
- Worked with Google Drive APIs (OAuth2) for curriculum material retrieval, Redux, Axios, and React Native's local file system

Game Design & Development Club, Executive Member — University of Toronto

September 2021 - Present

- Wrote game development resources and lead weekly meetings as well as game development workshops for 50+ members
- Obtained and liaised with sponsors for the club's game jams (i.e. Bungle, Unity)
- Lead two game development project teams (3-5 developers, musicians, and artists) as lead developer

Projects

Bubble, Bubble — starrylady.itch.io/bubble-bubble

Sep 2022 - Sep 2022

A 2-player fall-themed café simulator game. Built in Unity, with NPC pathfinding and a recipe building system. Implemented recipe-making & multiplayer mechanics, and designed audio experience. Built in a week for the Cozy Autumn Game Jam.

Lo-Fi Maker — mimimosa.itch.io/lofi-maker

Sep 2021 - Jan 2022

A bedroom decoration game that generates lo-fi beats. Built in Unity, with a multi-track audio management system and an in-game mixer. Designed sound effects, implemented core gameplay mechanics, and drew a portion of the sprites. 800+ downloads.

Brawlr — tinyurl.com/5v37z5j3

Oct 2021 - Dec 2021

A Tinder-like Android mobile app to connect sparring partners. Built in Java, with functional online chat, account management, and swipe mechanics. Created chat and swipe functions using Real-Time Firebase database. (Link leads to a video demo.)

SecVote — youtube.com/watch?v=CxNrvnLsuh0

Sep 2018 - Oct 2018

An Ethereum Dapp for secured voting. Built with Solidity, React, and TruffleJS on the Ropsten testnet; wrote and deployed Ethereum smart contracts with Remix.

Work Experience

Founder's Associate, Opal — Paris

May 2022 - Sep 2022

- Deployed and hosted Opal's new community board serving 1M+ users using AWS, Linux, and Python import scripts
- Built and maintained automated 24/7 YouTube focus streams using Linux virtual machines and custom OBS Lua scripts
- Designed and launched an organic growth campaign on Instagram and Youtube, reaching 80k views and gaining 1k+ followers

Business Technology Analyst, Deloitte — Toronto

Jul 2019 - Sep 2019

- Built an Arduino device predicting when seniors may fall up to 3 weeks in advance, using Python for signal processing
- Developed a web app for rehabilitation, fall prevention, and pattern tracking using Node.js, React, MySQL and Twilio APIs

Composer & Session Vocalist, Freelance — Toronto

May 2019 - Present

- Recorded and composed for international industry clientele, with work featured in the Atomic Heart soundtrack and BBC radio
- Responsibilities often include composition, arrangement, comping, tuning, mixing and mastering, and vocal engineering

Software Developer Intern, U.CASH — Toronto

Jul 2018 - Sep 2018

- Built backend architecture for the top-up and withdrawal features of U.CASH's conversion system with MySQL and knex.js
- Used Stellar, Bitcoin, and Ethereum libraries to support atomic transactions with the blockchain

Honors

Dean's List, University of Toronto

2021

University of Toronto Scholars Scholarship, University of Toronto

2020

1st Place, IGM Paradigm Extreme Hackathon, IGM Financial

2019

Skills

Code: JavaScript, Python, OpenGL, C#, C/C++, React, HTML/CSS, Java, Unity, Unreal Engine, Linux

Audio: FL Studio, Ableton, WWISE, Sound Design, Music Composition