Wei Zheng

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WORK EXPERIENCE

Dark Curry   **March 2021 – Present**

Unity/Laravel Programmer | June *2021 – Present*   *Remote*

▪ Develop and implement client-side game mechanics, events, features and UI functionality using Unity for mobile game "Fight Legends".
▪ Manage server-side code, databases and validate IAPs with Laravel PHP and MongoDB.
▪ Contribute to the app submission process for Google Play Store, Apple App Store and other stores, ensuring compliance with platform guidelines.
▪ Integrate analysis and monetization plugins and features [Firebase, Push Notifications, IAPs, etc.].

Unity Programmer Internship | March 2021 – May, 2021

▪ Develop a complete offline lite version of the game "Final Kick" for different Android stores.

Lionbridge   **June 2020 – Feb. 2021**

Internet Ad Quality Evaluator   *Remote*

▪ Oversee the quality and safety of advertisements, ensuring all requests are completed efficiently and accurately.

EDUCATION

Universidad Rey Juan Carlos   **June, 2021**

Videogame Design and Development   *Móstoles, Madrid*

▪ Achieved a score of 9.5 on my Bachelor's Final Project on Procedural Animation.
▪ Participated in small game jams.

LANGUAGES, SKILLS & INTERESTS

▪ **Languages:** Spanish (Native), English (Fluent), Chinese (Intermediate)
▪ **Skills:**
  o C#, PHP, Unity, Laravel, MongoDB
  o Strong ability to learn and apply new knowledge effectively.
  o Problem-solving skills, competent at finding information and solutions online.
  o Capable to work independently with minimal supervision.
▪ **Interests**: New technology, sports, drawing, cooking.