

# Wei Zheng

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## WORK EXPERIENCE

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### 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.
- Manage server-side code connection, 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 engagement 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

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### 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

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