Yidi Zhu

Looking for full-time software engineer positions starting May 2019

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EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC)   Pittsburgh, PA
Master of Entertainment Technology   Expected May 2019

The Hong Kong Polytechnic University   Hong Kong
B.Sc. (First class honors) in Building Engineering and Management, Minor in Computing   May 2017

SKILLS

Programming Languages: C#, C++, Java, Python, HTML5, JavaScript, MySQL, PHP
Game Development: VR/AR, Multiplayer development, Rapid prototyping, Playtesting, Agile development
Tools: Unity, Unreal, Blender, WPF, PowerShell, Jira, Perforce, SVN, Git

EXPERIENCE

Spaces Inc. - VR Software Engineer Intern   May - August 2018
- Worked on multiplayer social VR experience Terminator Salvation and an unannounced project
- Prototyped and implemented networked gameplay; extended the in-house networking framework in Unity
- Developed several tools in Unity for designers and programmers; helped port a project to a new platform
- Collaborated with QA to improve deployment and testing pipeline using PowerShell, Jenkins, and WPF

Halite Games Studio - Founder and Indie Developer   March 2017 - Present
- Lead an independent studio of 6, responsible for driving decision making and gameplay implementation
- Developed Ripple Blossom, a Chinese art style mobile puzzle game with data-driven levels in Unity
- Coordinated with a China-based publisher to put the game on AppStore and got more than 60k players

ACADEMIC PROJECTS

Isetta Game Engine, ETC - Engine Programmer   May - December 2018
- Working on a team of 5 that aims at demystifying game engine development process for junior developers
- Making a game engine in C++, documenting the entire process and publishing interviews with experts
- Implemented memory allocators, defragmentation system, and the audio module with FMOD Low-Level API
- Wrote technical blogs on game engine architecture design and implementation

Project Prism, ETC - Programmer and Game Designer   January - May 2018
- Developed Prism, a Web/iOS/Android game that helps grade 3-4 neurotypical students to empathize with their autistic peers on a team of 5. The game won a Gold Medal from the International Serious Play Awards
- As a programmer, implemented a branching dialogue system, an open-world narrative framework, a contextualized hint system, and a localization system and various gameplay mechanics in Unity
- As a designer, designed, modeled, populated and iterated on the game's map to support different interaction scenarios and make it easy to navigate for primary school students

Building Virtual Worlds, ETC - Programmer   August - December 2017
- Rapid prototyping class with 5 rounds each lasts for 2-3 weeks, where I worked as programmer and designer in teams of 5 to make innovative interactive experiences on Oculus Rift, HTC Vive, HoloLens, Virtuix Omni, and Makey Makey with Unity as the game engine
- Picked up new development platforms quickly and designed experiences that utilize the platforms' strength
- Won Top Interactive Projects of the Year at the Pittsburgh Create Festival and The Rookies Game of the Year VR Runner Up with one of the games, *Althea*, an artist two player networked social VR experience