

Yidi Zhu

I am looking for 2018 summer internship in gameplay engineering.

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EDUCATION

Carnegie Mellon University, Entertainment Technology Center

Master of Entertainment Technology

Pittsburgh, PA

Expected May 2019

- Related Courses: Building Virtual Worlds, Visual Story, Improvisational Acting

The Hong Kong Polytechnic University

B.Sc. (Hons) in Building Engineering and Management, Minor in Computing

Hong Kong

September 2013 – May 2017

- Related courses: Calculus, Engineering Mathematics, Mechanics, Programming Fundamentals, Data Structures, Object-Oriented Programming, Web Application Design and Development, Game Design and Development

University of Florida

Exchange student in Building Construction and Digital Arts and Sciences

Gainesville, FL

January 2016 – May 2016

SKILLS

Game Development:

- Rapid prototyping and game development with Unity
- Conduct playtesting sessions, collect feedback, and make changes to the game according to feedback
- Project management with agile development methodology in an interdisciplinary team

Tools and Programming Languages:

- Unity, Unreal Engine 4, Adobe Premiere Pro, Adobe Photoshop, Trello, Microsoft Office, G Suite
- C++, C#, Java, Python, HTML5, JavaScript, MySQL, PHP

Languages:

English (Professional, TOEFL: 106), Chinese (Native)

EXPERIENCE

Halite Games Studio Limited – Founder and CEO

March 2017 – Present

- Lead a small independent game studio of 6, which dedicates itself to crafting delicate and innovative games
- Prototyped Ripple Blossom at Global Game Jam 2017 with Unity and won Best Theme Integration Award & Startup Potential Award, which was polished and published on AppStore, Google Play, and Taptap

Indienova Gutenberg Program – Translator

August 2016 – Present

- Volunteered to provide high quality Chinese localization for independent games, game research, game development blogs, and game design videos
- Translated games include: Reigns, The Curious Expedition, Don't Open the Doors!, and Northgard

HK PolyU Electronic Sports Club – Founder and President

September 2015 – May 2016

- Founded and lead first university-level electronic sports society in Hong Kong with more than 300 members
- Connected industry, universities, and students through events and university-wide electronic sports tournaments

ACADEMIC PROJECTS

Building Virtual Worlds, Entertainment Technology Center

August 2017 – December 2017

- Rapid prototyping class with 5 rounds each lasts for 2–3 weeks, where I worked as programmer and producer in teams of 5 to make innovative and highly interactive experiences on HoloLens, HTC Vive, and Makey Makey
- Enhanced communication skills, teamwork skills, and project management skills in a multi-cultural environment
- Learned to embrace iterative development process and refine games through relentless playtesting

Undergraduate Senior Year Project

February 2016 – November 2016

- Proposed a solution to the problems in undergraduate construction education, by designing and developing a serious game and integrating it into teaching and learning environment