Yidi Zhu

I am looking for 2018 summer internship opportunities in game design, technical art, and gameplay engineering.

Game Design and Development
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EDUCATION

Carnegie Mellon University, Entertainment Technology
Master of Entertainment Technology
August 2017 - Expected May 2019, Pittsburgh, PA
° Courses: Building Virtual Worlds, Visual Story, Improvisation Acting

The Hong Kong Polytechnic University
B.Sc. (Hons) in Building Engineering and Management, Minor in Computing
September 2013 - May 2017, Hong Kong
° GPA: 3.78/4.00, graduated with first class honors
° Related courses: 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
January 2016 - May 2016, Gainesville, FL

EXPERIENCE

Halite Games Studio Limited – *Founder and CEO*
March 2017 - Present
° Lead a small independent game development studio based in Hong Kong
° Design, develop, and publish delicately crafted casual games

Hong Kong Polytechnic University Students' Union Electronic Sports Society – *Founder and President*
September 2015 - May 2016
° Founded first university electronic society in Hong Kong with more than 300 members
° Connected industry, universities, and students through events
° Held university-wide electronic sports tournaments

PROJECTS

Building Virtual Worlds – *Programmer, Iterative Group Projects*
August 2017 - December 2017
° Rapid prototyping class, where I worked as programmer and producer in teams of five to make highly interactive experiences on HoloLens and HTC Vive.

Ripple Blossom – *Designer and programmer, Indie-Game Project*
January 2017 – August 2017
° Prototyped at Global Game Jam 2017 Hong Kong, and won the "Best Theme Integration" Award and "Startup Potential Award"
° Polished and published the game worldwide on AppStore, Google Play Store and Taptap

Lighten My Way – *Programmer, Indie-Game Project*
April 2017 – September 2017
° Partnered with a master student to develop a puzzle game on mobile platforms
° The game was published in Greater China Region

A 3D Computer based Construction Simulation Game – Development and Experiment – *Solo developer, Individual Research Project*
February 2016 - November 2016
° Proposed a solution to the problems in construction education, by designing and developing a serious game and integrating it in teaching and learning

Awards
° Best theme integration award & Startup potential award – Global Game Jam 2017 Hong Kong
° Dean's Honors List 2015, 2017 – Faculty of Construction and Environment, The Hong Kong Polytechnic University
° HKSAR Government Scholarship Fund – Reaching Out Award 2015/16
° FCE Outbound Exchange Scholarship 2015

Skills
Software:
° Version control with Git and Perforce
° Graphics and interface design with Sketch
° Microsoft Office, iWork, G Suite

Game Development:
° Rapid prototyping and game development with Unity
° Web game programming with HTML5

Languages:
° C++, C#, C, Java, Python, HTML, CSS, JavaScript, jQuery, MySQL

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

Additional Roles
Translator, Gutenberg Program
° Provided high quality Chinese localization service for independent games, game research, game development blogs, and game culture

Team leader, CIOB Global Student Challenge
° Competed in a serious game where we manage a virtual construction company as directors
° Achieved 2nd place among over 50 teams around the globe

Team member, Vision Screening Volunteer Team
° Provided eye care and vision health screening to underprivileged students in Guizhou and Qinghai, China