

# Yidi Zhu

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I am currently looking for 2018 summer internship in gameplay engineering.

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## EDUCATION

### Carnegie Mellon University, Entertainment Technology Center (ETC)

Master of Entertainment Technology

*Pittsburgh, PA*

*Expected May 2019*

### The Hong Kong Polytechnic University (PolyU)

B.Sc. (First class honors) in Building Engineering and Management, Minor in Computing

*Hong Kong*

*May 2017*

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

## SKILLS

**Programming Languages:** C++, C#, Java, Python, HTML5, JavaScript, MySQL, PHP

**Tools:** Unity, Blender, JetBrains Rider & CLion, Adobe Premiere Pro, Adobe Photoshop, Trello, Microsoft Office, G Suite

**Game Development:** Rapid prototyping, playtesting, Agile development

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

## EXPERIENCE

### Halite Games Studio Limited - Founder and Indie Developer

*March 2017 - Present*

- Lead a small independent game studio of 6, which crafts delicate and innovative games
- Prototyped *Ripple Blossom* at Global Game Jam 2017 with Unity and won the Best Theme Integration Award & Startup Potential Award. The game was polished and later published on AppStore, Google Play, and Taptap (in China)

### Indienova Gutenberg Program - Translator

*August 2016 - Present*

- Volunteered to provide free high quality Chinese localization services for independent games and game design blogs
- Translated games include: *Reigns*, *The Curious Expedition*, *Don't Open the Doors!*, *Cloud Chasers* and *Northgard*

## ACADEMIC PROJECTS

### Project Prism, ETC - Programmer and Game Designer

*January - May 2018*

- Working with Beech Bottom Primary School to design and implement an interactive experience that enables grade 3-4 neurotypical students to empathize with their autistic peers and learn how to help them

### 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 producer in teams of 5 to make highly innovative and interactive experiences on HoloLens, HTC Vive, Oculus Touch, and Makey Makey
- Gained experience on setting up workflow and designing flexible code structure to reduce iteration cycle
- Enhanced communication skills, teamwork skills, and project management skills in a multi-cultural environment
- Learned to embrace iterative development process and refine games through playtesting

### YiCon, Senior Year Project at PolyU - Sole Developer

*February - November 2016*

- Worked as sole developer to create all game assets, game design, code, and conducted playtesting with students
- Experimented with a solution to the problems in undergraduate construction education, by designing and developing a serious game and integrating it into teaching and learning environment