

# Yidi Zhu

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

Phone: +1 (412) 535-1763

Website: <http://www.yidiz.com>

Email: [yidiz@andrew.cmu.edu](mailto:yidiz@andrew.cmu.edu)

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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**

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

## 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, Blender, 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 later published on AppStore, Google Play, and Taptap

**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

**Using Tech to Facilitate Communication and Relationships, ETC**

*January - May 2018*

- Work with Beech Bottom Primary School to design and implement an interactive experience for grade 1-4 students to understand how students on the autism spectrum see, hear, and feel life

**Building Virtual Worlds, ETC**

*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
- 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

**A Serious Game for Construction Education, Senior Year Project**

*February - November 2016*

- 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