

# Yidi Zhu

Looking for full-time software engineer positions starting May 2019

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

Hong Kong

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 themed VR experience [Terminator Salvation](#) and an unannounced project on an interdisciplinary team in a fast-paced, vibrant VR location-based entertainment startup environment
- Prototyped and implemented networked gameplay, extended the in-house networking framework, improved VR tracking quality, helped port a project to another platform, and scripted several tools in Unity
- 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 a small independent game studio of 6 by leading decision making and gameplay implementation
- The studio's first game, [Ripple Blossom](#), a mobile geometrical puzzle game in Chinese art style made with Unity, was published by UsFun in China AppStore and attracted more than 60k players

## ACADEMIC PROJECTS

### Isetta Engine Project, ETC - Engine Programmer

May - December 2018

- Working on a project that aims at demystifying game engine development process by making a game engine in C++, documenting the entire process and interviewing with professionals on a team of 5
- Implemented the memory management system in C++, implemented audio subsystem with FMOD Low-Level API, wrote blogs on engine architecture and implementation, and edited interviews

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

January - May 2018

- On an interdisciplinary team of 5, made an interactive game, [Prism](#), that enables grade 3-4 neurotypical students to empathize with their autistic peers. The game won the [gold medal](#) from Serious Play Awards
- As the solo gameplay programmer, implemented a branching dialogue system, an open world narrative framework, a contextualized hint system, and a localization system in Unity
- 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 highly innovative and interactive experiences on HoloLens, HTC Vive, Oculus Touch, 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