Yidi Zhu

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

EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC)   *Pittsburgh, PA*
Master of Entertainment Technology   *Expected May 2019*
° Related courses: Computer Graphics, Game Design, Building Virtual Worlds, Visual Story

The Hong Kong Polytechnic University (PolyU)   *Hong Kong*
B.Sc. (First class honors) in Building Engineering and Management, Minor in Computing   *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
° Worked as an indie developer, responsible for setting up game framework, implementing gameplay mechanics, and leading the design to make design decisions
° 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 interact with 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 in 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