Yidi Zhu

Looking for full-time game engineer positions starting May 2019

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EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC)   Pittsburgh, PA
Master of Entertainment Technology   Expected May 2019

The Hong Kong Polytechnic University   Hong Kong
B.Sc. (First class honors) in Building Engineering and Management, Minor in Computing   May 2017

SKILLS

Programming Languages: C#, C++, Java, Lua, Python, HTML5, JavaScript, MySQL, PHP
Game Development: Rapid prototyping, Playtesting, Agile development, Multiplayer development, VR
Tools: Unity, Unreal, Blender, WPF, PowerShell, Jira, Perforce, SVN, Git

EXPERIENCE

Spaces Inc. - VR Software Engineer Intern   May - August 2018
- Worked with an interdisciplinary team in a fast-paced, vibrant VR LBE startup environment
- Prototyped and implemented networked gameplay, extended the in-house networking framework, improved VR tracking quality, made tools for programmers and designers 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, responsible for game architecture, gameplay implementation, and leading the team 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 team got a contract with Chinese publisher UsFun.

Indienova Gutenberg Program - Translator   August 2016 - Present
- Volunteered to provide free high-quality Chinese localization services for independent games
- Translated games: *Reigns, Northgard, The Curious Expedition, Cloud Chasers,* and *Don't Open the Doors!*

ACADEMIC PROJECTS

The Engine Process, ETC - Engine Programmer   May - December 2018
- A student-pitched project that aims at unveiling engine development to beginner game developers by making a game engine, documenting its process, and conducting interviews with industry professionals

Project Prism, ETC - Programmer and Game Designer   January - May 2018
- On a 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
- Game systems implemented: interactive dialogue, open world narrative, contextualized hints, localization

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
- Gained experience in cooperative development and structuring gameplay code to reduce the iteration cycle
- One of the games, Althea, won Top Interactive Projects of the Year at the Pittsburgh Create Festival