Yidi Zhu

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Looking for full-time software engineer positions starting May 2019

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, 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 experts on a team of 5
- Implemented memory allocators and defragmentation 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