

# Yidi Zhu

Applying to the Social Features Engineer position on the Social VR team

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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 social VR experience [Terminator Salvation](#) and an unannounced project
- Prototyped and implemented networked gameplay; extended the in-house networking framework in Unity
- Developed several tools in Unity for designers and programmers; helped port a project to a new platform
- 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 an independent studio of 6, responsible for driving decision making and gameplay implementation
- Developed [Ripple Blossom](#), a Chinese art style mobile puzzle game with data-driven levels in Unity
- Coordinated with a China-based publisher to put the game on AppStore and got more than 60k players

## ACADEMIC PROJECTS

### Isetta Game Engine, ETC - Engine Programmer

May - December 2018

- Working on a team of 5 that aims at demystifying game engine development process for junior developers
- Making a game engine in C++, documenting the entire process and publishing interviews with experts
- Implemented memory allocators, defragmentation system, and the audio module with FMOD Low-Level API
- Wrote technical blogs on game engine architecture design and implementation

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

January - May 2018

- Developed [Prism](#), a Web/iOS/Android game that helps grade 3-4 neurotypical students to empathize with their autistic peers on a team of 5. The game won a [Gold Medal](#) from the International Serious Play Awards
- As a programmer, implemented a branching dialogue system, an open-world narrative framework, a contextualized hint system, and a localization system and various gameplay mechanics in Unity
- As a designer, 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 innovative 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