

Zimo Wu

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Education

Queen's University – Bachelor of Computing(Honors) Sept. 2019 – Present

- Computer Science Specialization, majoring in Game Development.
 - GPA: 4.0/4.3, Entrance Scholarship \$2000, Deon's Honors List for three years.
 - Courses: Software Architecture, Artificial Intelligence, Computer Architecture, Game Design, Algorithms, Data Structures, Linear Algebra, Calculus.
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Work Experience

Sept. 2022 – Dec. 2022 Queen's University	Teacher Assistant <ul style="list-style-type: none">• Third year course, Fundamentals of Software Development (CISC320)• Mentored four group projects(7-8 students per group), marked assignments, answered student emails, held office hours every week.
May 2022 – June 2022 Queen's University	Teacher Assistant <ul style="list-style-type: none">• First year course, Cognitive Science (COGS100)• Marked assignments, answered student emails, monitored discussion posts.
Aug. 2022	CodePecker Intern. (Remote) <ul style="list-style-type: none">• Helped design brochures for the company
Aug. 2021 – Sept. 2021 Lianbang Funds	Logo Designer (Remote) <ul style="list-style-type: none">• Designed a logo for the company, including different design plans(sketches), and the final version designed using Adobe Illustrator

Projects

Sept. 2021 – Dec. 2021	Borealis AI "Let's Solve It" program <ul style="list-style-type: none">• Studied machine learning, finished a group project on predicting depression levels using Python.
Jan. 2021 – April 2021	The Elderwood <ul style="list-style-type: none">• Designed and implemented a 2D puzzle simulation game using Unity.
Sept. 2021 – Dec. 2021	A-mazing Pipes <ul style="list-style-type: none">• Designed and implemented a third person shooter game with maze elements, using Unreal Engine 4.• Used Agile development, planned game architecture using UML, sequence diagrams, group work(7 people)

Volunteer Experience/Clubs

Sept. 2019 – May 2020	ASUS Undergraduate Society Videography Team <ul style="list-style-type: none">• Helped clients shoot videos
Sept. 2018 – May 2019	Ottawa Family Cinema (70+hours) <ul style="list-style-type: none">• Sold CDs, posters, souvenirs, ticket check-in, usher.

Skills

Technical: Python, Java, C, C++, C#, html/CSS, Agile development, MATLAB, C#, Prolog
Software: GitHub, Unity, Jira, Premiere Pro, Photoshop, Adobe Illustrator, Reaper, Word, PowerPoint, Excel, Unreal Engine 4, Figma, After Effects
Languages: English(IELTS 7.5), Mandarin

Interests

Making videos · Vlogging · Photography · Drawing/Painting· Self-learning · Reading · Playing the piano