

HAODA (DAAA) ZHAO

Game Programmer



🕒 Skill Level | <https://www.daaa.computer/>

★★★★★: C#(Unity), C++(Unreal)
★★★★☆: Computer Graphics, C#(.NET), Python(PyQt), AR/VR
★★★☆☆: C++(General), OpenGL, Shaders, Houdini, C, Lua, Python(PyTorch)

EDUCATION

🕒 Master of Entertainment Technology | Carnegie Mellon University | 2023 - 2025

Game development. Use both Unity and Unreal to develop a wide variety of projects, including video games, AR/VR, location-based entertainment, alternative controllers, etc. Main roles in academic projects: programmer and producer.

Skillset: C#, C++, Unity, Unreal

🕒 Master of Science, Architecture | University of California, Los Angeles | 2021 - 2022

Graduate with Distinction, and a Non-degree Certificate of Applications Programming (2022-2023, 8 Courses)

The technical side of architectural research. Use game engines to create simulations and generators for architectural design projects. Develop AR/VR apps to enhance the workflow.

Skillset: C#, Unity, AR/VR, Unreal

🕒 Bachelor of Architecture | Tianjin University | 2016 - 2021

Focus on computational and technical design. Merge a variety of emerging tech into architects' traditional workflow.

Skillset: Python, C#, Grasshopper

EXPERIENCE

🕒 Gameplay Programmer | 2023. 08 - Present, 7 Months | Part-time

Millennium L.A

Program the main gameplay and the multiplayer server backend for an online party game.

Skillset: C#, Unity, Unity Multiplay Server Hosting, C++, Unreal

🕒 Software Engineer | 2022. 05 - 2023. 04, 1 Year | Full-time

VANKE CO., LTD.

Develop a crowds-simulation software to help analyze the heatmap of building complexes. Use it to create hot spots, fix dead spots, and revise architectural designs.

Skillset: C#, .NET Framework, Unity, Rhino 3D, Grasshopper

🕒 Teaching Assistant | 2022. 02 - 2022. 06, 5 Months | Part-tme

University of California, Los Angeles

Hold a Unity Dev and Apple ARKit workshop. Give tutorials about making and publishing Apple AR apps.

Skillset: C#, Unity, Apple Dev, ARKit, Mixed Reality

🕒 Technical Design | 2020. 06 - 2020. 09, 4 Months | Internship

Tongji Architects CO., LTD.

Develop plugins for Revit and Rhino, to speed up architects' design and modeling workflow.

Skillset: C#, PyQt, Revit, .NET Framework, Rhino 3D

🕒 Computational Design | 2019. 07 - 2019. 10, 4 Months | Internship

China Architecture Design & Research Group

Develop a floor plan generator and a crowds simulator for commercial complex projects.

Skillset: Python, Grasshopper, C#, Unity