

Zi Wang

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EDUCATION

Carnegie Mellon University, Entertainment Technology Center, Pittsburgh PA
Master of Entertainment Technology

Expected Graduation May 2022

University of California, San Diego San Diego, CA
B.S Computer Science

Jun. 2020

RELEVANT SKILLS

Programming Languages

C++, C, Java, C#

Technology Stack

Unity Engine, Git, OpenGL, Linear Algebra

Natural Languages

Chinese, Japanese, English

PERSONAL PROJECTS

Neverever Dungeon, Programmer and Designer

Dec. 2019

- Used Unity2d to create a roguelike game with abundant content including weapons, characters.
- Implemented level auto generators that could generate levels randomly to bring players new experiences.
- Finished basic levels and boss fights, 8 characters and unique different abilities.

Magic of Hanzi, Programmer and Designer

Jun. 2019

- Used Unity2d to create a Japanese Role Play Game with a complex system.
- Used C# to implement a special battle system that gives players multiple options to fight enemies.
- Accomplished a complete template that could be easily extended to create further levels and story.

Star Fantasy, Programmer and Designer | TrainJam

Mar. 2019

- Finished a classic Raiden game combined with storytelling with Chinese/English support in 48 hours.
- Two storylines with two characters that use different perspectives to tell the same story.
- Used C# to accomplish enemy spawner, player shooting mechanism, and story screen changing.

ACADEMIC PROJECTS

Building Virtual Worlds, Programmer, ETC, Fall 2020

Sep. 2020 - Dec. 2020

- Total of 5 Rounds, team of 5, 2 - 3 weeks. Used rapid prototyping.
- Communicated and collaborated with students from all over the world in different roles.
- Used a webcam and a microphone as player input to control character to move and jump.
- Developed a VR game as a programmer. Projected player's head movement into character's head in game, and used inverse kinematic to simulate human movement on the character in game.
- Contributed as gameplay programmer and designer by implementing game flow and designing levels.

Gaia, Gameplay Programmer, UCSD, Spring 2020

Mar. 2020 - Jun. 2020

- 3D, multiplayer online game. Group of 6 people, 2 for gameplay, 2 for network and 2 for graphics
- Used C++ to implement everything without using any game engine. Featuring real time map editor.
- Used Json as a data format, collaborated with the network team and optimized between client and server.

Computer Animation, UCSD, Spring 2020

Jan. 2020 - Mar. 2020

- Used C++ and OpenGL to load file and render models, skins of wasp, dragon.
- Implemented Keyframes and animation and cloth simulation.
- Used SPH algorithm with poly/spike kernel function to implement fluid simulation.