

Yidi Zhu

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I am currently looking for 2018 summer internship in gameplay engineering.

EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC)

Master of Entertainment Technology

◦ Related courses: Computer Graphics, Game Design, Building Virtual Worlds, Visual Story

Pittsburgh, PA

Expected May 2019

The Hong Kong Polytechnic University (PolyU)

B.Sc. (First class honors) in Building Engineering and Management, Minor in Computing

◦ Related courses: Calculus, Engineering Mathematics, Mechanics, Programming Fundamentals, Data Structures, Object-Oriented Programming, Web Application Design and Development, Game Design and Development

Hong Kong

May 2017

SKILLS

Programming Languages: C++, C#, Java, Python, HTML5, JavaScript, MySQL, PHP

Tools: Unity, Blender, JetBrains Rider & CLion, Adobe Premiere Pro, Adobe Photoshop, Trello, Microsoft Office, G Suite

Game Development: Rapid prototyping, playtesting, Agile development

Languages: English (Professional, TOEFL: 106), Chinese (Native)

EXPERIENCE

Halite Games Studio Limited - Founder and Indie Developer

March 2017 - Present

- Lead a small independent game studio of 6, which crafts delicate and innovative games
- Worked as an indie developer, responsible for setting up game framework, implementing gameplay mechanics, and leading the team to make design decisions
- Prototyped *Ripple Blossom* at Global Game Jam 2017 with Unity and won the Best Theme Integration Award & Startup Potential Award. The game was polished and later published on AppStore, Google Play, and Taptap (in China)

Indienova Gutenberg Program - Translator

August 2016 - Present

- Volunteered to provide free high-quality Chinese localization services for independent games and game design blogs
- Translated games include: *Reigns*, *The Curious Expedition*, *Don't Open the Doors!*, *Cloud Chasers* and *Northgard*

ACADEMIC PROJECTS

Project Prism, ETC - Programmer and Game Designer

January - May 2018

- Working with Beech Bottom Primary School to design and implement an interactive experience that enables grade 3-4 neurotypical students to empathize with their autistic peers and learn how to interact with them

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 producer in teams of 5 to make highly innovative and interactive experiences on HoloLens, HTC Vive, Oculus Touch, and Makey Makey
- Gained experience on setting up workflow and designing flexible code structure to reduce iteration cycle
- Enhanced communication skills, teamwork skills, and project management skills in a multi-cultural environment
- Learned to embrace iterative development process and refine games through playtesting

YiCon, Senior Year Project at PolyU - Sole Developer

February - November 2016

- Worked as sole developer to create all game assets, game design, code, and conducted playtesting with students
- Experimented with a solution to the problems in undergraduate construction education, by designing and developing a serious game and integrating it into teaching and learning environment