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, Unreal Engine

PROFESSIONAL EXPERIENCE

Software Engineer Intern, Gameplay | Blizzard Entertainment inc. May. 2021 - Aug.2021

- Used ImGui and C++ to design and implement the UIUX for the variable panel from scratch for the visual script language in Blizzard Shared Game Engine.
- Transferred the visual script language from a weak typed language to a strong typed language.
- Allow users to create, delete variables, set names, types and values, then register it all to the data asset.
- Added basic compile checks for the variable to the script compiler, and print out the diagnostic message to the editor after compilation.
- Designed and implemented a hotkey system for the visual script nodes, and built special hotkey behaviors for different node types to improve the quality of life for designers and other game developers.

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 characters 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 animation, cloth simulation and fluid simulation.

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.

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.