

Zi Di Zhu

Email: zidizhu@proton.me / Website: zidizhu.github.io/portfolio / LinkedIn: linkedin.com/in/zidizhu

Skills

Languages: C#, Java, Python, C++, C, HTML, CSS, Javascript/Typescript, XML, PHP, SQL, Clojure, Arduino

Engines, Libraries & Frameworks: Unity, Godot, .NET, Node.js, React, jQuery

Tools: Git, Jira, Docker, Microsoft Office, Notion, MySQL Workbench

Graphics: Blender, Autodesk Maya, Photoshop, Illustrator, OpenGL, processing, p5.js, Figma

Audio & Video Softwares: Ableton Live, Audacity, FLStudio, Vocaloid, MuseScore, Davinci Resolve, OBS

Education

Bachelor of Computer Science

2020/09- 2024/05

Concordia University, Montreal, QC

- Graduated with Distinction - GPA 3.8
- Highlighted Courses: Advanced Program Design with C++, Computer Graphics, Game Development, User Interface Design, Physical Computing and Tangible Media, Computer Network

Work Experiences

Front-End Website Developer

2024/06 - 2024/09

Concordia University

- Designed, developed and maintained the game design research chair website.

Research Developer

2023/09 - 2024/05

Université de Montréal

- Conceptualized and developed learning applications and educational games on STEM subjects, designed and conducted playtests and quantified the data to assess the effectiveness of interactive learning.

Simulation Programmer

2022/09 - 2022/12

Next Generation Cities Institute, Concordia University

- Prototyped the [CITYplayer](#) project, a realistic city simulation in the core software team, parsed and visualized building data, optimized the traffic simulation, gamified and enriched the interactive experience.

Research and Development Technical Assistant

2021 - 2022

Technoculture, Art and Games (TAG) Lab, Concordia University

- Developed experimental games and documented the process for the research on speculative design for games.

Graphic Designer

2021/09 - 2022/05

VAV Gallery & CUJAH

QA Tester

2019/02 - 2019/10

Keywords Studio

Projects

[A Collection of Games](#)

2019-2024

A dozen game prototypes of various genres I created in my free time.

Co-Creations:

- [Interview](#): A narrative rhythmic game.
- [Snowfolie](#): An online multiplayer battle arena of snowball fighting.

[P5.Paint](#)

2024

A minimal, lightweight browser-based painting app.